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VOLUME 1 ISSUE 1

Official U.S. PlayStation Magazine

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PlayStation

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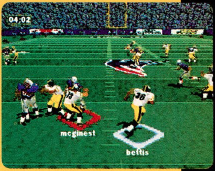
OF LAND NO WIDER THAN THIS AD.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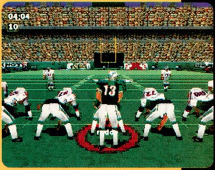

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totally dominating the competition.

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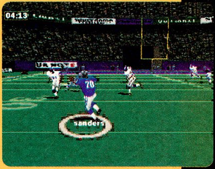
Chicago Bears '85
NFL GameDay '98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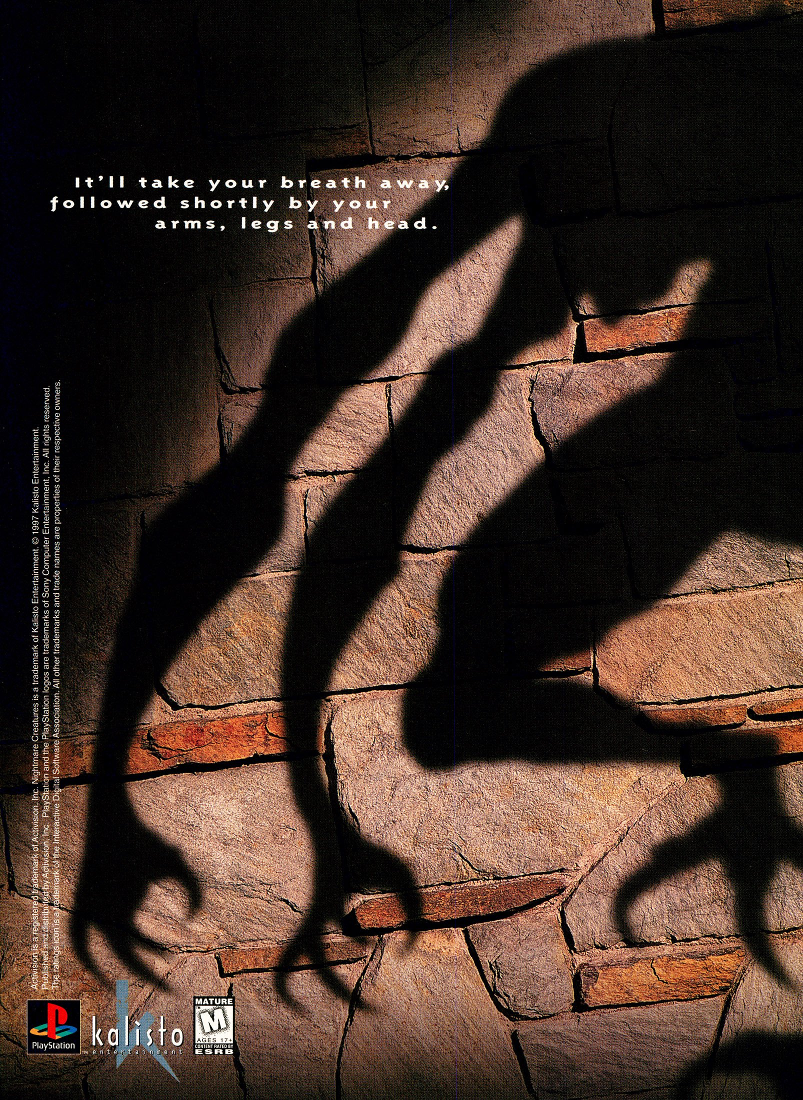
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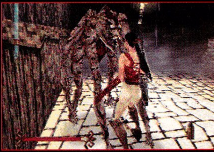

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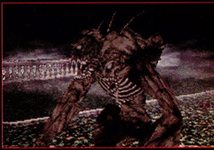

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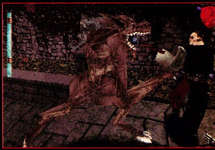

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FROM THE EDITOR

The story so far...

Two years ago, Sony released the PlayStation game console to a skeptical public who weren't sure they needed yet another piece of electronics burning a hole in their pocket. The company known for Walkmans and televisions were on unfamiliar ground. We, in the gaming media knew what Sony was bringing to the table because we had snatched up imported PlayStations which were available since December of the previous year. The graphics and sound were beyond anything yet seen on a home console and we were immediately hooked. Although there were initial stumblings, Sony's console easily took the lead in the 32-Bit arena and hasn't looked back since.

Which brings us to...

With the PlayStation being the machine where all the hot gaming is taking place, it's painfully obvious why there is a need for the most authoritative source of information about this beloved console. In this magazine you will find everything you could possibly want to know about the games, culture and related information surrounding the PlayStation.

I'd like to make it clear to our readers that you will always get our 100 percent honest opinions about everything and anything. There are no biases for or against anyone just because we are an "official" PlayStation magazine. I think you'll agree that the coverage and content speak for themselves. Enjoy and see you next month.

Wataru Maruyama
Editor in Chief

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CONTENTS: ONE MONSTER

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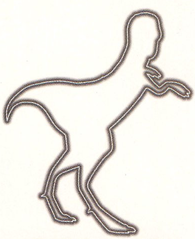

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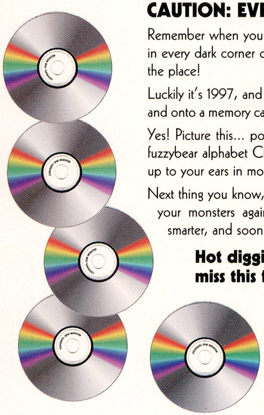
Next thing you know, you're going around to all your friends' houses pitting your monsters against theirs, making them better, and stronger, and smarter, and soon... well, you get it, right?

Hot diggity dog! You don't wanna miss this for nuthin'!



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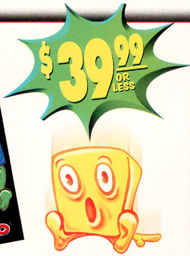
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PlayStation

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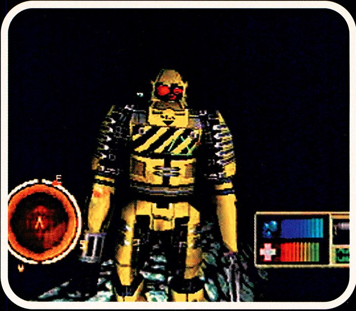
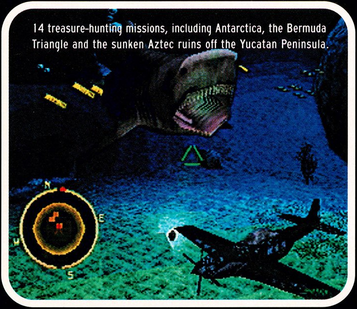
What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep*™ places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

ACTION AND



14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.

Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.

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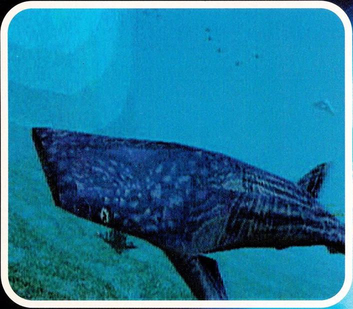

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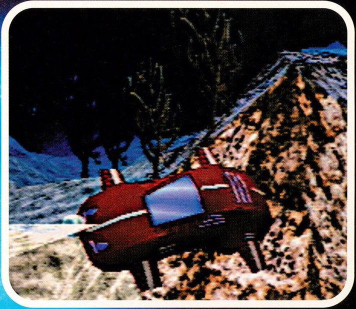

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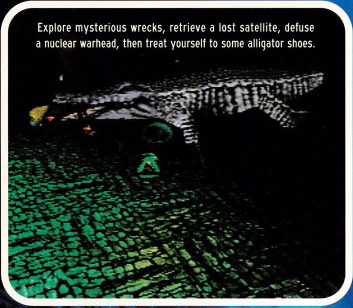

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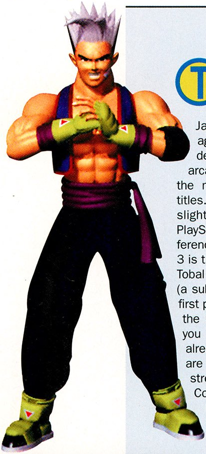
Namco Forms Tag-team with Squaresoft

New Fighting Game in the Works for Namco's System 12



The people behind arguably the two best 3-D fighters on the PlayStation (Tekken 2 and Tobal 2) have joined forces. Namco Ltd. and Squaresoft of Japan have entered into a licensing agreement that commits Square to develop titles for Namco's system 12 arcade machine. Namco will be handling all the manufacturing and distribution of the titles. The System 12 arcade machine is a slightly modified configuration of the PlayStation home console with the main difference being additional RAM. So far, Tekken 3 is the only title available on that system. Tobal No. 1 and 2 developers Dream Factory (a subsidiary of Square) are heading up the first project. The game is due to be shown at the September JAMMA show, which gives you an inkling of how long the game has already been in secret development. "We are thrilled to be joining forces with such a strong software developer," states Frank Cosentino, VP of sales and marketing for Namco America. "Having Namco develop cost-effective, high-tech games on system 12 will further strengthen Namco's position in the marketplace."

Knowing what Dream Factory can do, combined with the added power of the system 12, ensure that gamers will definitely want to keep an eye out at their local arcade.

CHUJI VS KING? DON'T COUNT ON IT; THE FIRST CO-PRODUCED GAME MOST LIKELY WILL FEATURE AN ALL-NEW CAST OF CHARACTERS.

Tidbits

Colliderz is canned

The mech-style sports title that was planned for fall release has been officially dumped by ASC. This comes as no surprise and a welcome relief. This move will allow ASC to give a greater emphasis on their other titles, especially the game One which has a lot of advanced buzz around the industry.

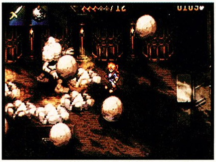
RPG Mania Hits U.S.

Working Designs to Bring Out Alundra

Does it get any better than this? Working Designs, a company known for bringing over some of the best RPGs (and now shooters) from Japan has picked up Alundra for U.S. release. It was only a matter of time before an RPG title was announced from WD for the PS, but not many expected them to get the rights to what was a Sony of Japan-developed game. This is especially remarkable considering SCEA had all but announced Alundra as a title they were releasing themselves.

It wasn't so long ago that Working Designs tried to get the rights to Arc the Lad and Sony was not yet convinced of the U.S. market for RPGs. Now we have Wild Arms, FFVII and Alundra.

For those in the dark, Alundra is a three-fourth-view action RPG that has gotten great reviews in Japan.



Industry

New heads for Konami and Playmates

Richard Sallis has resigned from his post as president at Playmates after 11 years. Stepping in will be Ron Welch who comes from the company's Wall-Mart account and has 25 years of experience stemming from his days at Fisher-Price and Tomy. At Konami, CEO Kenneth Dimberger is leaving his position. Makato Sano, director of international business at Konami of Japan, will handle the chores.

MK4 Tour Returns Home

MORTAL 4 KOMBAT

If you spotted a 25-foot-long truck emblazoned with Mortal Kombat logos rolling down the highway this summer, you weren't hallucinating. Midway staged a 35-city tour to debut the fourth installment of its highly popular Mortal Kombat series. One of the tour's final stops was Chicago, home of Midway and Mortal Kombat co-creator Ed Boon.

MK fans, who began lining up hours in advance, were surprised to see none other than Ed Boon hand-deliver the latest version of the MK4 software moments before the event was to begin.

In addition to the opportunity to play MK4 for free, fans were given temporary tattoos, T-shirts and the chance to win an MK4 arcade machine!

Ed stuck around long enough to sign a few autographs and to listen to player feedback but declined to school anybody on his creation.

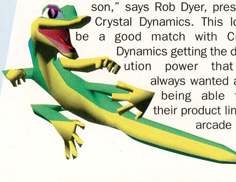
Hoop Dreams

http://www.nba.com
1st

Acclaim is readying the latest in the series of hoop titles for a spring '98 release. NBA Jam '98 is coming for the PlayStation and will feature realistic motion capturing courtesy of Stephon Marbury of the Minnesota Timberwolves. "I've been playing video games for a long time and I always loved NBA Jam," said Marbury in a statement. "To actually serve as the player model for NBA Jam '98 is a great thrill." Acclaim says that their proprietary motion-capture techniques are the best anywhere and are more accurate than other methods by as much as 50 percent. "Stephon Marbury joins an elite group of athletes who have provided motion capture for Acclaim's sport titles, including Frank Thomas, Juwan Howard and Adrian Murrell."

In other hardwood news, Konami has announced that Glen Rice will endorse NBA in the Zone '98. His lovable mug will appear on the cover of the packaging as well as appear in all advertisements in print and television including any promotional tie-ins. The game itself will sport a host of improvements, the biggest being that you will be able to have eight-player simultaneous action.

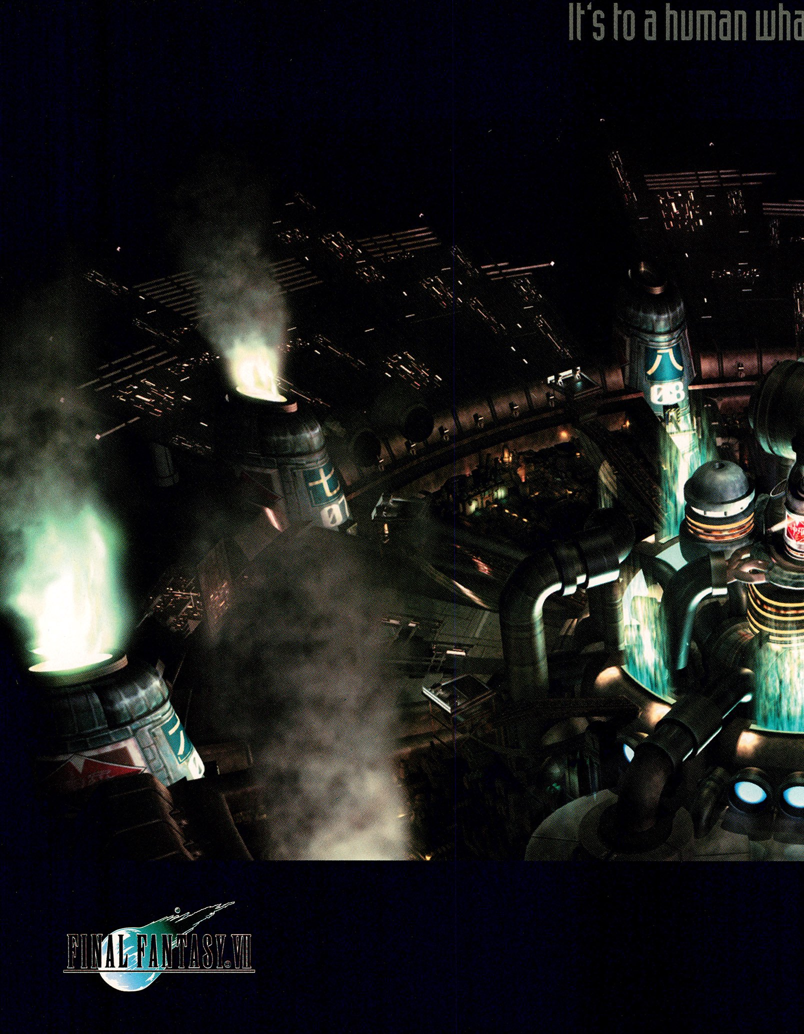
Gex teams up with Sub-Zero



Crystal Dynamics announced that a partnership would be forming between themselves and Midway Home Entertainment. This partnership gives Midway the exclusive U.S. rights to distribute Crystal Dynamics titles appearing for the PlayStation and N64 game consoles. For PlayStation owners, that means you won't have too much trouble finding a copy of Pandemonium 2 or the new Gex game on store shelves this fall. "Our stellar titles, combined with Midway's expertise and industry credibility, will ensure that we have a major impact on this year's holiday season," says Rob Dyer, president of Crystal Dynamics. This looks to be a good match with Crystal Dynamics getting the distribution power that they always wanted and Midway being able to diversify their product lineup beyond arcade ports.

Must...have...Guncon

Namco has officially announced that their cool light gun, the Guncon, will be packed in with Time Crisis for a suggested retail price of $59.95. Both Time Crisis and the upcoming Point Blank game will only be compatible with the Guncon. There are yet no plans to sell the gun separately.


It's to a human wha
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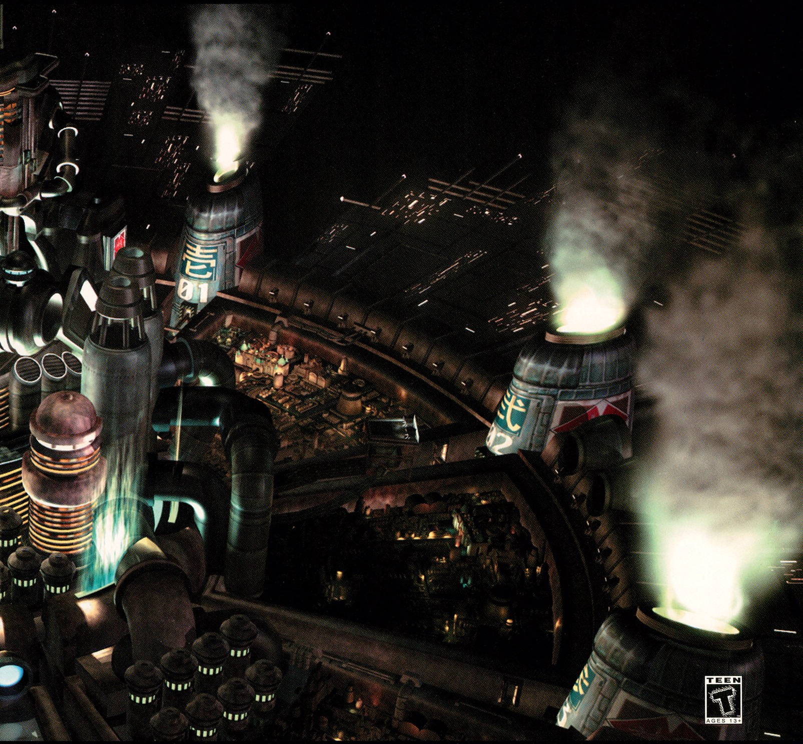
07
FINAL FANTASY VII

headlights are to a deer.



01
02
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Letters

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INTELLIGENT QUBE
PARAPPA
FIGHTING FORCE
ACE COMBAT 2
NFL GAMEDAY '98

Wish granted... kinda

Dear *P.S.X.*,

I am a real fan of *P.S.X.* magazine and I just want to know if you are going to start making *P.S.X.* magazine with demo discs inside like *PC Gamer* magazine.

Armin Hamzic
New Orleans, LA

We were formerly known as P.S.X. magazine, so I guess that answers that..

Official U.S. PlayStation Magazine

The video game demos contained on this CD are early versions that have not yet completed the SCEA testing cycle

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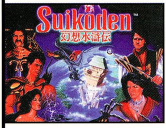
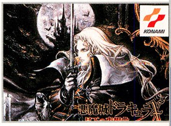
Japanese Art please!

Dear *PlayStation Magazine*,





I'm writing to you with a problem. As I'm sure everybody is aware, the great cover art on games from Japan is often totally scrapped for the U.S. release, and the result usually leaves much to be desired. For the longest time, the most guilty of these parties was Capcom (they rule, anyway); their most recent foul-up being the cover of Street Fighter Alpha. During the cover's journey from Japan to the U.S., Ryu, Ken and the rest got...kinda misshapen. Ugly too. Ugh. At least it appears that Capcom has gotten the message, as they seem to only use the Japanese art now, which actually reflects the contents of their games, as opposed to...yuck. Never mind. Anyway, I wish Konami would follow Capcom's lead. We know all about Suikoden's U.S. cover (oooh, that's bad...), but I've just learned (I called Konami myself) that they're making a new cover for the U.S. release of Castlevania: Symphony of the Night! If you've seen the import cover, you know that it's the most beautiful cover ever to grace a video game. It consists of a painting by Japanese artist Ayami Kojima of Alucard, son of Dracula, holding a sword in one hand and a cross in the other. Awesome. However, the guy I talked to at Konami said that the U.S. division's bosses thought the cover was too "feminine" and that Americans don't care about cover art anyway. So what do we get? I asked. A cheesy 3-D castle with a full moon overhead, he said, with the Castlevania logo in huge letters below. Whee. It's not as bad as Suikoden's, but...I figured it was too late to do anything about the change, seeing as the game was set to be released in September. But the helpful Konami rep told me that, to avoid competition with the release of Final Fantasy VII, and to tie in the Castlevania release with the Halloween season, the release date has been pushed back to Oct. 10! There's still time! The purpose of this letter is to get some kind of letter-writing campaign going. Anybody reading this, go write Konami now! Write 10 times! Demand the Japanese cover art! If you care at all about this topic (I know you do, I read letters about it all the time), please contact Konami at:

Konami of America
900 Deerfield Pkwy.
Buffalo Grove, IL 60089-4510

Don't think your letter (or e-mail) won't matter! If enough people yell about it, quickly, maybe we can change their minds. Hey, Capcom listened. Thanks for your time.

P.S. If you can, supply a pic of the Japanese C:SotN cover so unaware readers will know what they could miss out on. Thanks!

Yours truly,
Chris Boyle
Address Withheld

Chris, you're absolutely right in that everyone's opinion counts. The current Konami plans do indeed call for what you described and if anyone out there feels the same way, they should act immediately. We're behind you all the way on this one, Chris.

PlayStation DVD?

Dear *PlayStation Magazine*,

My name is Hien Ngo. I got my PlayStation about two months ago. I heard some of my friends saying you can play DVD movies on the PlayStation. Is that true? If so, then I don't have to buy a DVD. Can you give me an answer?

Hien Ngo
Oak Park, MI

Unfortunately, the PlayStation will not play DVD movies or games. There is talk that whenever a follow-up console to the PS is released, that it will have a DVD drive. We'll let you know as soon as we hear anything.

3 ways to reach us

snail mail:
PlayStation Magazine
1920 Highland Ave.
Lombard, IL 60148

fax:
If you need to reach us now
630 916 7227

e-mail:
If you need to reach us even sooner
wataru_maruyama@zd.com

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SOME KILL FOR GLORY.
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contain hidden rooms and secret levels for a vicious challenge at every turn

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and steal their powers for any hope of survival

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> - PSExtreme

> **"Hold on for two-fisted action in a wild new PlayStation shooter!"**
> - Next Generation Online

10 DEADLY CLASSES OF DROIDS each one more devastating than the last

THE ULTIMATE COMBAT CHALLENGE you must first waste the enemy – then take over their bodies and use their powers to crush even deadlier opponents

3-D ENVIRONMENT WITH FULL 360° ATTACK MOBILITY

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Windows® 95
CD-ROM

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MGM INTERACTIVE

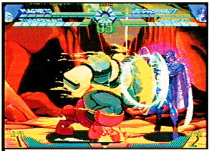
PlayStation™

Doh! Before we go on with the new mag, we have to set some things straight. The last issue of *P.S.X.* magazine ran a review of Virgin Interactive's Golden Nugget when the game wasn't complete. We've re-evaluated it (some FMV scenes are the main difference), and the reviewers came to the same conclusion and stand by their original score. We apologize to Virgin for any confusion this may have caused.

Crash 3 Hopes

Dear *PlayStation Magazine*,

When is X-Men Vs. Street Fighter coming out? Will the PlayStation version be just like the arcade? In X-Men Vs. Street Fighter they left out some very good characters like Dan, Sagat, Blanka and Guile. They should include them in the next game as well as characters from the comic book like CannonBall, Bishop, Ice Man and Cable. Also, when is Crash Bandicoot 2 coming out?



If they make a Crash Part 3 they should let him have a little friend that you can choose to play and when he puts on the mask he should turn into the Mask like the movie, where he has the power to fly, spin and turn into objects. Send me free copies of these games.

OBryan Hodge
Smithfield, NC

It's kind of frustrating how each new X-Men/ Marvel Super Heroes game adds new characters, but eliminates others seemingly at random. Come to think of it, they do that with all their series of fighters. Crash 2 will be out in mid-November and while your ideas for Crash 3 are interesting, they unfortunately won't net you free copies of any of the previously mentioned games.

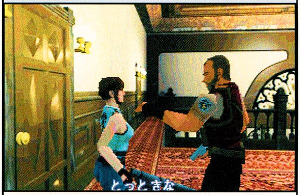
Clone Games Blues

Dear *PlayStation Magazine*,

I am the biggest Resident Evil fan in the world. It was one of the main reasons I bought my PlayStation. Now with the movie being made and the Director's Cut of the game coming out, I'm in Resident Evil heaven. I'm also concerned about all these Resident Evil clones like Overblood and others. It is a shame to the PlayStation. Just because one game does extremely well, they slam out more games like it. I call this the Doom effect.

Matt "Waiting for RE2" Giesen
Maplewood, MN

In any industry where something is successful, there is bound to be an imitation of it. While I would hesitate to label Overblood a rip-off of RE, your point is well taken.



Red Alert! Red Alert!

Dear *PlayStation Magazine*,

I am a huge strategy fan and I love Command & Conquer. Can you tell me if Command & Conquer: Red Alert is coming out for the PlayStation? Also, I think it would be a good idea if you put GameShark codes in your Tricks section.

Ryan McGuire
Fayetteville, NC

Not only is C&C: Red Alert on the way, but the PlayStation version is said to have new features such as a "Skirmish" Mode which is a pseudo-Multiplayer Mode. The Tricks section will indeed feature GameShark codes as long as they are available.

Correction: In the last issu of *P.S.X.* we ran a review o Ace Combat 2, but called i Air Combat instead. We ap gize (we're doing that a lot this issue) for any confusic this may have caused the reader and to Namco.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out? Let us know!
To get special attention as far as design and content issues go, label your letters or e-mails with the heading: *PlayStation Magazine* suggestions c/o the *Official U.S. PlayStation Magazine* at the addresses on the previous letters page.
We can't wait to hear from you.

Meet the root
of our evil.
MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO
MIDWAY
NINTENDO64
PlayStation
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

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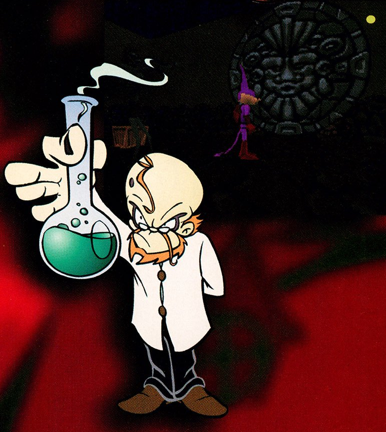
JERSEY DEVIL

- Multiple open 3D environments, tracks and rides
- Tons of action and puzzles
- 20+ moves
- 60 character models
- Supports dual-analog controller



THE BEAST IS LOOSE

"...looks to be one 'damned' fine game, and should prove one of the 'hotter' titles we'll see this fall season"
— P.S.X., August '97

"The game uses large 3D levels in a variety of unique styles (...) filled with traps and ennemies that pose a serious challenge to the player"
— Next Generation Online, May '97

"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."
— PS Extreme, July '97

JUST TRY MESSING WITH HIM!

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PlayStation™

RATING PENDING
RP
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A **diabolical** product from
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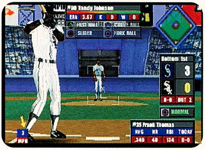
PlayStation Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.



1 Triple Play 98

Publisher: Electronic Arts **# of Players: 1-8**
Genre: Sports **Release Date: May 1997**

Electronic Arts ups the ante with an advanced 3-D engine and the first-ever two-man play-by-play and color commentary, propelling Triple Play 98 to our top spot.

2 Twisted Metal 2

Publisher: Sony **# of Players: 1 or 2**
Genre: Action **Release Date: Nov 1996**

I scream, you scream, we all scream for TM2! Almost a year after its release, Sweet Tooth and co. continue to light up PlayStations everywhere. Talk about legs!

3 Jampack Vol.1

Publisher: Sony **# of Players: 1**
Genre: Compilation **Release Date: July 1997**

PlayStation

Definitely the surprise of the month, the economically priced Jampack sampler was eagerly snatched up by PlayStation owners looking for a cheap gaming fix.

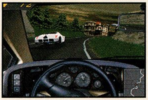
4 Wild Arms

Publisher: Sony **# of Players: 1**
Genre: RPG **Release Date: May 1997**

Prior to the release of Final Fantasy VII, Wild Arms was regarded as the best RPG available for the PlayStation. Will FFVII knock Wild Arms out of the Top 20?

5 Need For Speed II

Developer: Electronic Arts **# of Players: 1 or 2**
Genre: Racing **Release Date: Mar 1997**



Do you feel the need, the need for speed? Apparently plenty of your fellow PlayStation owners do as Electronic Arts' hot racer crosses the line in fifth.

6 Twisted Metal

Publisher: Sony # of Players: 1 or 2
Genre: Action Release Date: Nov 1995

One of the first titles included in Sony's economically priced hits series, the original Twisted continues to hold its own in the sixth spot.

7 Jet Moto

Publisher: Sony # of Players: 1 or 2
Genre: Racing Release Date: Nov 1996

Another hot effort from the gaming wizards at SingleTrac, Jet Moto is still a blast. Just wait until you see number 2...

8 Tekken 2

Publisher: Namco # of Players: 1 or 2
Genre: Fighting Release Date: Aug 1996

This one has been a fixture of PlayStation sales charts since the day of its release. Who can defeat the king of the iron fist?

9 Crash Bandicoot

Publisher: Sony # of Players: 1
Genre: Platform Release Date: Sept 1996

Like a certain pink bunny, Crash Bandicoot keeps on going and going. Look for the return of the evil Neo Cortex in November.

10 WCW Vs The World

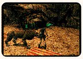
Publisher: T*HQ # of Players: 1 or 2
Genre: Wrestling Release Date: Mar 1997

Just as *WCW Monday Nitro* continues to top cable ratings charts, T*HQ's polygonal brawler continues to lead all other wrestling titles.

11 Tomb Raider

Publisher: Eidos # of Players: 1
Genre: Action Release Date: Nov 1996

Gaming's hottest gal is nudged out of the top 10 for the first time in ages. Maybe it's because she was packing for her second adventure.



12 NBA ShootOut 97

Publisher: Sony # of Players: 1-8
Genre: Sports Release Date: Mar 1997

Fans picked ShootOut as the best of the roundball sims. NBA ShootOut 98, which is said to have a host of improvements, is due this fall.

13 Soul Blade

Publisher: Namco **# of Players:** 1 or 2
Genre: Fighting **Release Date:** Feb 1997

Although it didn't exactly set the world on fire in the arcades, the better-than-the-arcade PS version is a cut above the competition.

14 Rage Racer

Publisher: Namco **# of Players:** 1
Genre: Racing **Release Date:** May 1997

What? Only three Namco games in this month's Top 20? Just wait until Time Crisis and Ace Combat 2 hit the shelves...

15 VMX Racing

Publisher: Playmates Int. **# of Players:** 1 or 2
Genre: Racing **Release Date:** July 1997

Local boys Studio e make good right out of the shoot with this hot racer. Nice work, guys. Just don't let all that success go to your heads.

16 NBA Live 97

Publisher: Electronic Arts **# of Players:** 1-8
Genre: Sports **Release Date:** Nov 1996

It's all the way live! Months after its release, Electronic Arts' NBA Live 97 continues to rack up impressive sales figures.

17 MLB 98

Publisher: Sony **# of Players:** 1 or 2
Genre: Sports **Release Date:** July 1997

This one came out a little late in the season, but MLB 98, with its sharp polygonal players, could overtake the competition.

18 Test Drive: Off Road

Publisher: Accolade **# of Players:** 1 or 2
Genre: Racing **Release Date:** Mar 1997

It looks like another strong month for racing games. Wait until you feast your eyes on Test Drive 4, developed by the makers of Destruction Derby!

19 Rally Cross

Publisher: Sony **# of Players:** 1-4
Genre: Racing **Release Date:** Feb 1997

Since it's one of the first titles to utilize Sony's Dual Analog Pad, count on seeing Rally Cross in the Top 20 for at least a little while longer.

20 Resident Evil

Publisher: Capcom **# of Players:** 1
Genre: Action **Release Date:** Mar 1996

Resident Evil continues to go for the throat at 20. Be sure to check out the Resident Evil 2 demo included in RE: Director's Cut.

Source: NPD TRSTS Video Games, July-Aug, 1997
Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included in this list. Overall sales figures may vary.

10 Most Wanted

As compiled by our attractive, intelligent readers

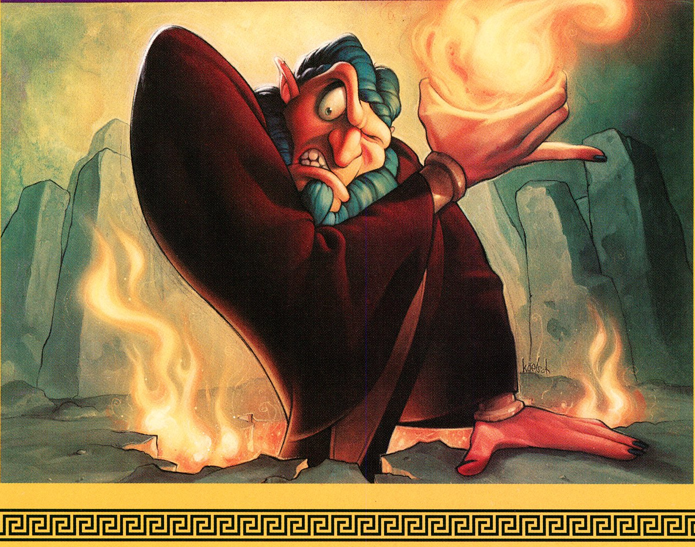
1. **Tekken 3** Please, Please, PLEASE, let this one be playable at the Tokyo Game Show!
2. **Resident Evil 2** Count on this one to haunt our 10 Most Wanted until its March release.
3. **Tomb Raider 2** The unstoppable Lara Croft continues to be gaming's most-wanted gal.
4. **Crash Bandicoot 2** More marsupial madness is on the way.
5. **Metal Gear Solid** 1998 Electronic Entertainment Expo Game of Show?
6. **Masters of Teräs Käsi** Luke vs Vader. Han vs Boba Fett. Master the possibilities...
7. **Castlevania: Symphony of the Night** Only totally lame U.S. voices could wreck this one.
8. **Street Fighter EX Plus Alpha** The one that started it all goes 3-D Tekken-style.
9. **NFL Gameday 98** Sony delivers the first polygonal pigskin title for the PlayStation.
10. **Spawn** Now if Sony would only get started on a Tomb Raider clone starring Angela.

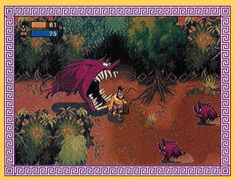
Editors' Top 10

What we've been playing instead of working

1. **FFVII** This month's strategy guide was the perfect excuse to play this one for weeks.
2. **Test Drive 4** Our strategy editor went all the way to England for this one, and it rocks!
3. **Resident Evil 2** The preview we recently received has more than wet our appetites.
4. **Tomb Raider 2** Be sure to check out some of Lara's new moves on our preview disc.
5. **Rampage: World Tour** Our relaunch has given us all the urge to smash stuff.
6. **Metal Slug (Import)** 2-D, Contra-esque side-scrolling goodness courtesy of SNK.
7. **MLB 98** Art director and Cardinal fan Bob Conlon has been taking on all comers.
8. **NFL GameDay '98** Nothing like cramming into Wat's office for some four-player fun.
9. **Ace Combat 2** Find out why by checking out the playable preview on this month's disc.
10. **Jet Moto 2** Better physics, cool new tracks and analog control say it all.

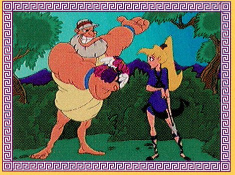
IF BATTLING THE CYCLOPS AND THE FOUR-HEADED HYDRA ISN'T FUN ENOUGH, YOU CAN ALWAYS GO TO HADES.

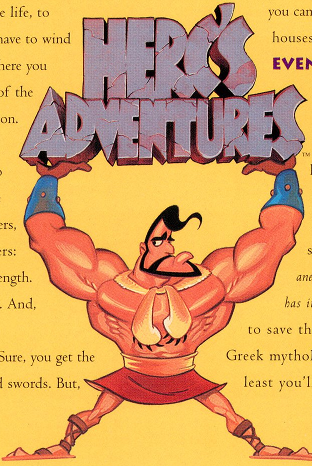




In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.)





In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But, you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS. Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says *"Challenging bosses, humorous anecdotes, and gigantic landscapes - Herc's has it all."* In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

SEGA SATURN™

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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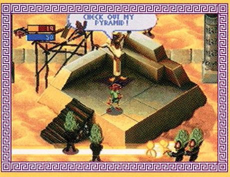
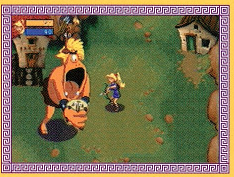


So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors.



http://www.lucasarts.com

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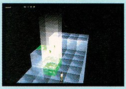
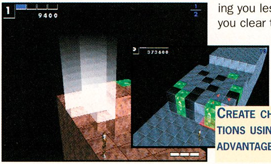
Intelligent Qube

What's your intelligence level?



up	forward
activate adv. area	△
down	backward
not used	○
left	move left
speed up block cube	□
right	move right
mark/capture	✕
R1	not used
not used	L
R2	not used
not used	L

The object of the game is to destroy the cubes before they push you over the edge. You control a character placing bombs strategically on the ground where a cube will eventually turn over them. When a cube is directly over the bomb, you can set it off to destroy the cube. At first you can run around taking out individual Normal Cubes, but a quicker way to destroy multiple cubes at one time is to bomb and then activate the green Advantage Cube. A green cube can take out all adjacent cubes which can add up to a maximum of nine cubes at a time. When the cubes turns over the Advantage Area you can set off the bomb and destroy the cubes. You can set off chain reactions if you have several Advantage Cubes that are near each other. (Beware the black cubes, however; they are Forbidden Cubes. Destroying them will result in a row of the stage falling, giving you less room to work with.) The faster you clear the stage, the bigger IQ score you'll receive. As you progress to the higher levels, the turning of the blocks will be faster, the puzzles will be more difficult and there will be more black cubes, leaving you with less space on the stage. Good luck.



CREATE CHAIN REACTIONS USING THE ADVANTAGE CUBES.

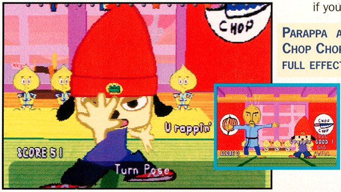
STATS: THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Puzzle	1	100%	September	Sony	SCEI

PaRappa the Rapper

Parappa is one phat hound

up	not used
kick	△
down	not used
punch	○
left	not used
block	□
right	not used
chop	✕
R1	turn/pose
duck/turn	L
R2	turn/pose
duck/turn	L

Everything you know about rap music is about to change. When this hip hound rhymes his way into your head, you'll find yourself humming his catchy ditties for days. In this first level of the game, PaRappa meets up with Chop Chop Master Onion, an odorous karate teacher, who instructs PaRappa in his first lesson. Just watch the guide at the top of the page and follow along on the controller. Don't be too worried about getting the timing exactly right. In fact, sometimes it's better to go "freestyle" and just make up your own rhythm. The game knows a good beat when it hears it, and will award a rating ("Cool," "Good," "Bad" or "Awful") accordingly. To get the most out of this lesson, watch what changes at each rating level. Not only will Chop Chop Master Onion begin to lie down in disgust if you perform badly, but the music will change drastically. This is just a small indication of the surprising depth in this deceptively simple-looking title. Chop Chop is only one of the large cast of characters found in the complete version, including Instructor Mooselini, Cheap Cheap the Cooking Chicken and the laid-back frog Master Prince Fleaswallow. Just keep your rhythm, and remember (to paraphrase PaRappa), you gotta believe!

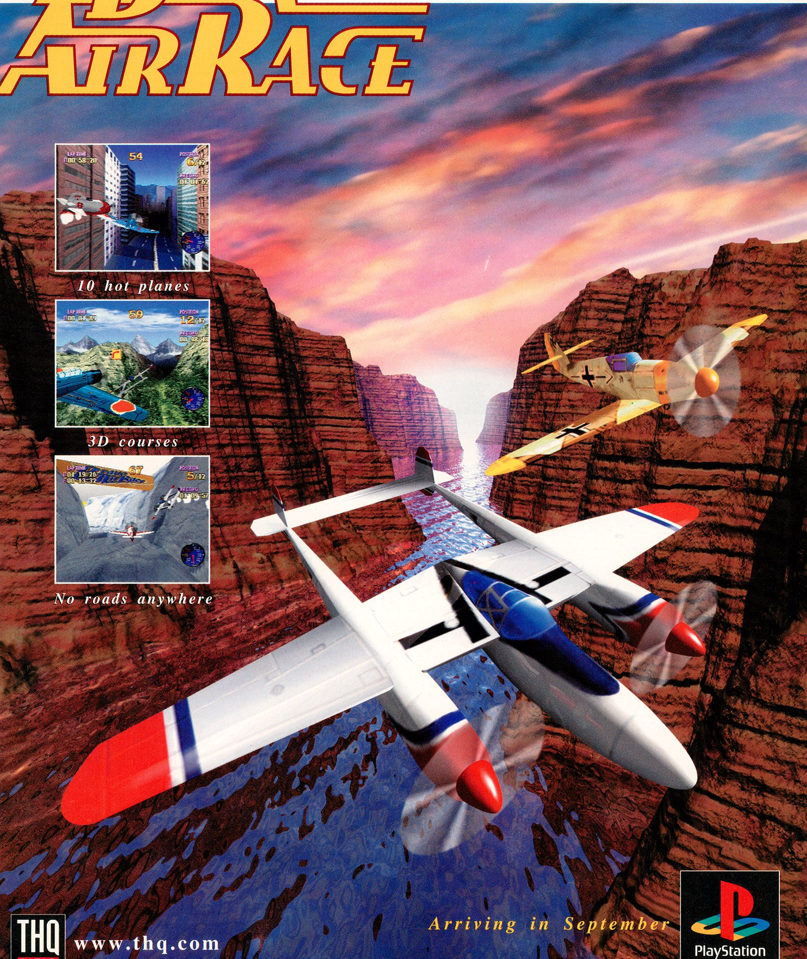


PARAPPA AND CHOP CHOP IN FULL EFFECT.

CHOP CHOP
SCORE 5 I
U rappin'
AWFUL

STATS: THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Musical	1	100%	November	Sony	SCEI

BRAVO AIR RACE


Anyone can race on the ground.
10 hot planes
3D courses
No roads anywhere
Arriving in September
THQ inc.
www.thq.com
PlayStation
TM

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Fighting Force

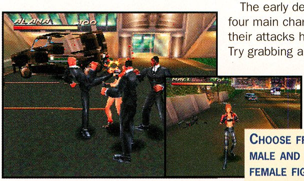
Core and Eidos: a force to reckon with

Core and Eidos, the team that brought you Tomb Raider, join forces once again for Fighting Force, a free-roaming 3-D brawler reminiscent of such arcade greats as Double Dragon and Final Fight.

Choose from four tough-as-nails fighters, each with 40+ moves, and tear your way through seven increasingly difficult levels, spanning such diverse locations as office buildings, shopping malls, secret islands and submarines.

Count on a seemingly endless horde of evil henchmen to attack in groups from every conceivable angle, and yet you know something they don't; virtually every on-screen object (fire hydrants, car tires, hand rails, traffic signs, vending machines, etc.) becomes a deadly weapon in your hands.

The early demo on this disc contains all four main characters; however, not all of their attacks have been fully implemented. Try grabbing and holding an enemy, then experiment with different punch, kick and throw combos. Also, have fun dismantling parked cars and watch for something special to pop out of the trunk.



Choose from two male and two female fighters.

up	move up
back fist	△
down	move down
jump/grab	○
left	move left
kick/throw object	□
right	move right
punch/pick up object	×
R1	run
not used	L1
R2	not used
not used	L2

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	85%	4th Qtr. '97	Eidos	Core

Ace Combat 2

Simply the best flight sim ever!

Gamers who liked the first Ace Combat will undoubtedly be thrilled with Namco's high-octane follow-up, which boasts improved graphics, smarter enemies and twice as many missions as its celebrated predecessor.

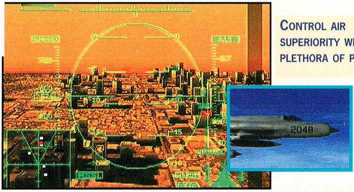
To complete Ace Combat 2's 30 formidable missions, you'll have to destroy an armada of land, sea and air targets, all heavily defended by squadrons of enemy fighters. Fortunately, you are not alone in your struggle; wingmen can be hand-picked and directed into battle.

The controls in this demo version will take a little getting used to, as they are set on Expert. Press left or right to tilt your fighter, then push down to execute a roll. L2 and R2 will cause your plane to yaw. The Expert controls may seem a little counter-intuitive at first, but you should be flying like a pro in no time with a little practice.

Use your ground map (Square button) to locate your primary targets, shown in red.

To destroy the carrier, fire your rockets in rapid succession. After a rocket launches, press Triangle to quickly lock onto another target.

If you're an ace, try blowing up the destroyer or flying under the suspension bridge.

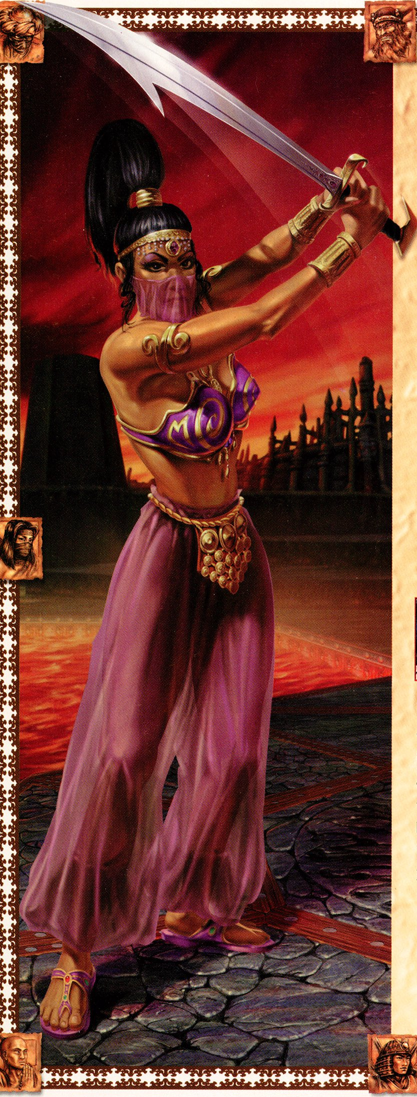


Control air superiority with a plethora of planes.

up	pitch down
change locked target	△
down	pitch up
fire missiles	○
left	roll left
ground map	□
right	roll right
fire machine guns	×
R1	accelerate
decelerate	L1
R2	right yaw
left yaw	L2

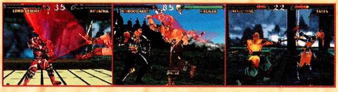
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Flight sim	1	100%	Now	Namco	Namco



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's Mace - The Dark Age. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button -- it might just save your butt. Not to mention your life.

MACE
The Dark Age™

EVERYTHING'S A WEAPON.

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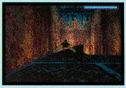
MIDWAY®

NINTENDO 64

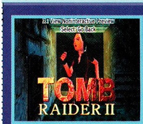
PlayStation

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB



Tomb Raider 2

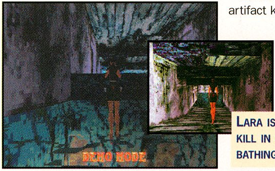
Starring the one-and-only Lara Croft



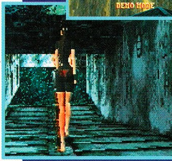
It's no wonder why gamers immediately fell in love with Lara Croft; she's beautiful, aristocratic, well-traveled and has the best pair of guns in gaming. The first Tomb Raider, released at about this time last year, remains at the top of the charts and made both Core and Eidos household names.

For the sequel, Core left the basic engine intact, instead opting to focus on level design and improving Lara's appearance. While the non-interactive demo included on this disc is brief, you'll almost certainly notice Lara isn't quite as "pointy" as she used to be. She also has a new swimsuit (Lara also dons a bomber jacket later in Tomb Raider 2) as well as a new wading animation. Although you won't get to see her use it in the demo, Lara also has a handy new spear gun, useful for fighting underwater enemies.

Lara's goal in 2 is to retrieve a Chinese artifact known as the Dagger of Xian. Her quest begins at the Great Wall of China and leads her to such locations as Venice and a sunken ship. Unfortunately, an evil cult also wants the dagger, and they try to thwart our lovely heroine at every turn.



LARA IS DRESSED TO KILL IN HER NEW BATHING SUIT.



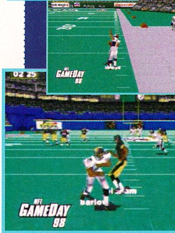
STATS: THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	95%	November	Eidos	Core

GameDay 98

A true polygonal football game

If you've played the previous editions of NFL GameDay, you know the players in the game were composed of 2-D sprites. Now, you play a true 3-D polygonal football game. Being in this environment, the players, stadiums and field ambiance (coaches, cameramen and sideline crews) are all polygonal. No more blocky players whenever you zoom in on the action. Also, because it is a true polygonal game, the characters now move more fluidly, enabling the designers to realistically mimic real players' actions. You will also see more animations that you've never seen before; forearm shivers, juke moves, one-handed catches and swim moves are just a few your player can perform on the field.

If you're concerned with gameplay, you're in for a big surprise. First of all, Total Control Passing has been incorporated into this game from the '97 edition, which gives the player the ability to control the receiver and the pass at the same time. Another feature that has been greatly improved is the AI. The computer can adjust more quickly to your strategy and play calling. You can of course still change the difficulty setting to Rookie, Veteran or even All-Pro to adjust to your skills.



THIS IS THE ONLY TRUE POLYGONAL FOOTBALL GAME ON THE PS.

STATS: THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Football	1-8	90%	September	Sony	SCEA

FLY THE UNFRIENDLY SKIES.

Leptus is dying. The tournament is on. And everyone wants a chance to succeed the great Emperor of Entymion. Twenty-two bug-back warriors will enter a true-3D race to the death on their freakish mounts around 6 otherworldly tracks. And you will be one of them. Stunning weapons. Multiple attacks. 6 degrees of movement. Deathmatches. Time trials. And, of course, the ultimate Tournament. Enter the hi-resolution hive of insane insect racing! Bugriders: The Race of Kings...it's the real sting!

HITS 3
KILLS 1
ARROWS OF DEATH: 1

Lock-on with guided missiles and lightning-assaults.

LAP 1/3
LAP 1/3

Race to the death in two player split-screen mode.

POS 2/2
51
LAP 1/3
ARROWS OF DEATH: 3

Control speed by cropping and reining.

BUGRIDERS™

THE RACE OF KINGS™

RATING PENDING RP CONTENT RATED BY ESRB

Designed for Microsoft Windows 95

PlayStation

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GENUINE MERCHANDISE
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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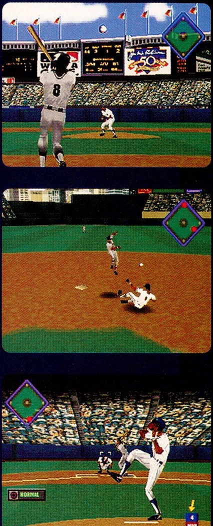
IF HEAVEN IS ANYTHING LIKE
WRIGLEY FIELD ON A SATURDAY AFTERNOON,
THEN DEATH WOULDN'T BE SUCH A BAD THING.



MLB 98

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

Deathtrap Dungeon

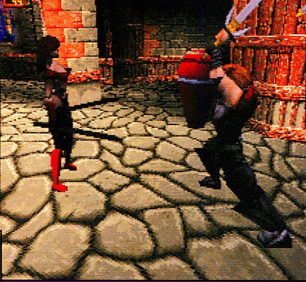
Eidos wants to get medieval on your @$$

So you're wandering through a dungeon, minding your own business, when suddenly some Amazon in a red bikini is gouging sword marks into your head. You make a move to retaliate with your own hefty piece, but your blade whistles harmlessly over her head as she does the splits and goes for your knees. Enraged, you leap into the air, bringing your weapon crashing down on her neck as she rises from the floor. The sword goes *crunch!*, her neck gives a satisfying *snap!* and Ms. Crimson Thong now comes in a set: her head and the rest of her. Bye-bye now.

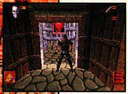
Such is life in the grisly and fantastic world of Ian Livingstone's Deathtrap Dungeon, the upcoming 3-D hack-and-slash medieval adventure from Eidos Interactive. The game combines standard RPG elements with the 3-D exploration and tense action of Eidos' classic Tomb Raider, delivering a new kind of adventure game.

Deathtrap Dungeon is based on the popular *Fighting Fantasy* gamebooks by Ian Livingstone. Similar to the perhaps better-known *Choose Your Own Adventure* books, the Fighting Fantasy series is a kind of role-playing campaign for one, sending players through a self-contained text-based adventure bearing a fair resemblance to some of the earliest computer games.

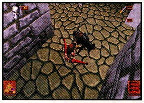
Since the books were already laid out in a sort of game format, it would have been easy to simply transfer the action described in the books into a PlayStation game. The results, however, would likely have been less than satisfactory. Instead, Eidos has developed a high-intensity action game that

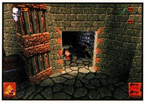


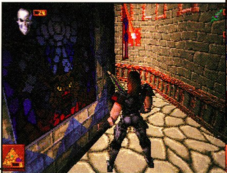
The enemies perform a variety of acrobatic attacks, as well as dodge, block and move intelligently. Get caught inside a tight group of them and you're likely to end up sliced and diced and turned into lunch.



UPGRADING YOUR WEAPONS IS KEY TO ANY RPG, AND THIS GAME IS NO EXCEPTION. YOU'LL NEED THE BIG GUNS TO TAKE ON THE GAME'S 50-PLUS NASTY ENEMIES.



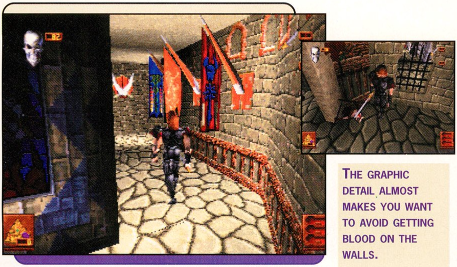




DYNAMIC LIGHTING ENHANCES THE REALISM OF THE DUNGEONS.

THE COLOR SCHEMES BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

•Action/Adventure •Fighting •Sports
•RPG •Puzzle/Strategy •Platform



THE GRAPHIC DETAIL ALMOST MAKES YOU WANT TO AVOID GETTING BLOOD ON THE WALLS.

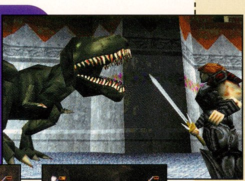
stands quite a distance from the turn-based gamebooks. Players of Deathtrap Dungeon need to be wary of enemies lurking behind each corner, preparing to leap out at the first opportunity. Traps and mazes abound, forcing the player to think on his/her feet in a way the books never could have managed.

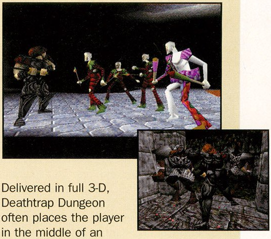
With its lush, detailed environments and its dynamic, cinematic camera angles, the game also draws the player into the experience like no book can. Reading about being stabbed by poisonous needles flying from a wall trap isn't quite the same as actually watching it happen. And it will happen.

The game includes a number of cunning traps, like covered pits, hidden corridors, false floors, triggered arrows and moving spikes. Players heading to investigate some interesting area might want to be wary of the innocent-looking statue facing inside. Some floor-set pressure pad will be likely to unleash a hail of arrows into your unsuspecting back. Just pray they're not poison.

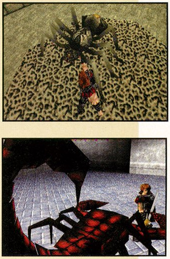
With an entire armory of ranged and hand-to-hand weapons (both traditional RPG style and more unusual fare), Deathtrap Dungeon offers plenty for the role-playing fan looking for a weapon fix. And its collection of nasty beasts should satisfy those looking for some hack-and-slash fun. There's even a choice of a male or female character for that personal touch. Just watch out for those Amazons.

The game's bestiary includes some unusual monster types, like this toothy T. Rex to the right. Never fear, however; the game also includes a standard complement of fantasy RPG baddies, like giant insects, rodents of unusual size and earth elementals. Luckily, some unusual weapons are available as well, like muskets, grenades and medieval flame throwers!





Delivered in full 3-D, Deathtrap Dungeon often places the player in the middle of an uncomfortably large group of attackers. This isn't always a bad thing, however. For example, you will often find yourself besieged by an enemy wielding a simple bow and arrow. This is a particularly nasty attack, especially when you have no ranged weapon with which to return fire. No need to lose hope, however; simply maneuver another enemy between yourself and the assailant. The arrows will strike the enemy in front of you, killing or injuring them while buying you time to get your primary opponent into sword-swinging range. The game's 3-D engine can be used to the player's advantage in even more innovative and unusual ways.



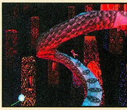
TEN LEVELS POPULATED WITH VICIOUS CREATURES OFFER PLENTY OF CHALLENGE TO THE INTREPID.

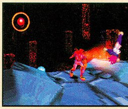
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ACTION	1	70%	4TH QTR. '97	EIDOS	CORE

Pandemonium 2

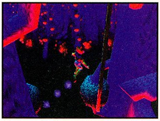
Crystal Dynamics' psychedelic sequel

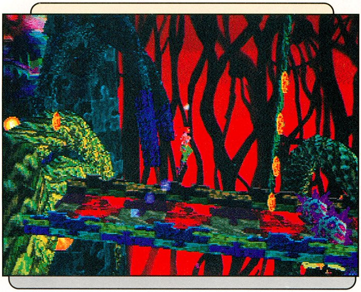




The game that introduced the pseudo 3-D platform genre is coming back for more. Crystal Dynamics is hard at work on Pandemonium 2, and this time around, the developers are hoping to include everything they couldn't cram into the first installment.

Pandemonium 2 takes place several years after the original, and my, how Nikki has grown! No longer an awkward apprentice sorceress, she has matured into a full-grown woman, capable of casting powerful magic spells. She can also climb, swim and edge grab (remind you of a certain tomb raider?). Thankfully, Fargus the fool remains his irreverent old self, but he, like his shapely sidekick, has learned a few new tricks. He can throw Sid, the talking stick puppet, boomerang-style and has learned a devastating new power-up attack.



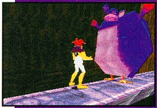


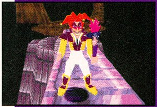
Although games such as Spider and The Lost World effectively mimicked Pandemonium!'s dynamic camera and on-the-rails gameplay, Pandemonium! had one element none of its imitators could capture: blinding speed. Fans of the original will be relieved to learn Pandemonium 2 plays just as fast as its ground-breaking predecessor; however, the look of the game has changed a bit. While Pandemonium!'s colorful backgrounds could best be described as fantastic, those found in the sequel are nothing short of psychedelic; everywhere you look, brilliant colors and loud textures are the order of the day.

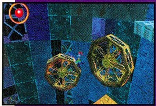
Not much is known about Pandemonium 2's plot, other than the fact that it centers around Nikki and Fargus' attempt to rescue something known as the Comet of Infinite Possibilities from its evil owner, who snatched the comet after it plummeted to Earth.

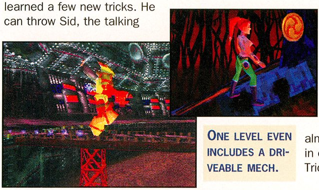
Crystal Dynamics says the game is on schedule and should be in stores by October, barring any unforeseen difficulties. One thing they would not comment on is a rumored alternate model of Nikki, possibly nude. (Hey, why not show off that new bod?) If such a code surfaces, we will almost certainly include it in our newly expanded Tricks section.

FARGUS' NEW WEAPON IS A DIG-DUG-STYLE PUMP WHICH MAKES BAD GUYS EXPLODE.

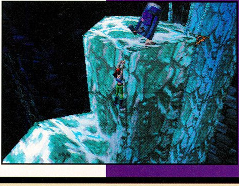








ONE LEVEL EVEN INCLUDES A DRIVEABLE MECH.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
PLATFORM	1	85%	OCTOBER	MIDWAY	CRYSTAL DYNAMICS

THE OFFICIAL TRANSLATION OF THE #1 ARCADE SMASH!

HEAD TO HEAD FIGHTING ACTION!

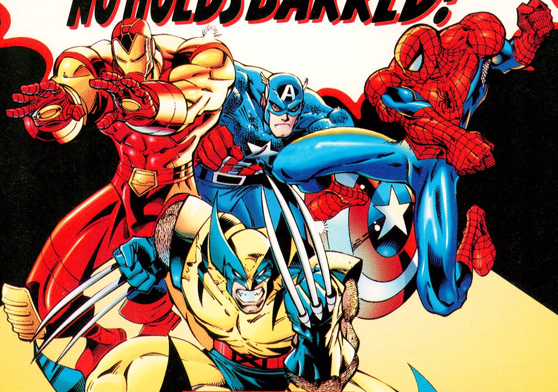
ANOTHER CAPCOM BLOCKBUSTER!

MARVEL COMICS

MARVEL SUPER HEROES™

PlayStation™ SEGA SATURN™

NO TRUTH. NO JUSTICE. NO HOLDS BARRED!



1P- NEW HERO
2P- NEW HERO
SPIDER-MAN

1P- NEW HERO
2P-
WOLVERINE
MAGNETO

SEGA SATURN
MARVEL SUPER HEROES
PlayStation
MARVEL SUPER HEROES
CAPCOM

It's Super Hero vs. Super-Villain. Super Hero vs. Super Hero. Super-Villain vs. Super-Villain – you get the idea. Now Marvel Comics' most amazing characters battle it out head-to-head on your PlayStation game console and Sega Saturn. Punch-for-punch, an incredible translation of the #1 arcade blockbuster. You'll enter the world of Marvel as your favorite Super Hero or Super-Villain – Wolverine, Spider-Man, Magneto, Captain America, The Incredible Hulk and many more. Master all their prolific powers, lethal moves and multi-hit combos, with each blow animated in such detail you'll flinch in pain! Marvel Super Heroes. All other fighting games are mere mortals.

www.capcom.com

TEEN AGES 13+ CONTENT RATED BY ESRB

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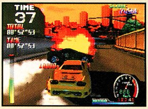
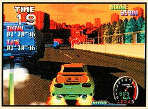
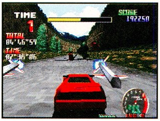
Ray Tracers

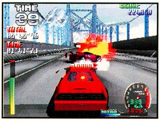
Say it three times fast, and what's it sound like?





A LIMITED NITRO METER FORCES PLAYERS TO RATION THEIR BOOSTERS.





As numerous U.S. software publishers turn to movie licenses and high-profile endorsees hoping to score a hit, one company, T*HQ, continues to quietly mine the Japanese market for the best it has to offer. First they scored the North American publishing rights to *Ghost in the Shell* (as described in this month's cover story). Soon T*HQ will be bringing yet another Japanese hit, Taito's Ray Tracers, to eager American gamers.

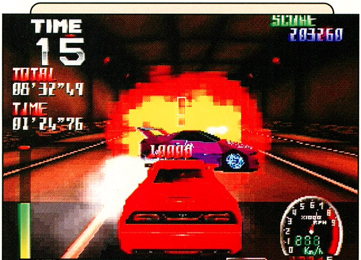
Loosely based on the late '80s arcade hit Chase H.Q., Ray Tracers is a fast and furious game of automotive combat, similar to ASCII's Felony 11-79. Players must race through six hazard-filled courses, smashing through barriers and clashing with enemy cars, before reaching each level's Boss vehicle, which must be destroyed with the only weapon at your disposal: your own car! Survive all six missions and you'll go head-to-head with Kaiser, the deadliest driver to ever get behind a wheel.

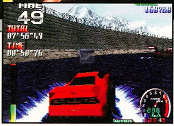
The racing environments, which include urban, mountain, canyon and sewer, are nicely detailed and are littered with oil drums, logs and other barriers the player must contend with. Avoiding them will shave precious seconds from your timer, but smashing through them will earn destruction bonus points, as was the case with Felony 11-79.

Before reaching Kaiser, you must sequentially face every level Boss in a grueling death match. Only then will you be allowed to go ahead with the person responsible for the current reign of terror.

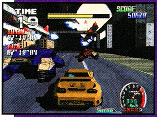
If gamers tire of the Chase Mode, they can put their driving skills to the test in the more conventional Time Attack Mode. In Time Attack, the player must race against a single opponent on one of four closed courses. While the courses are free of debris or traffic, your car is no longer equipped with nitro, so you will have only your driving skills to rely on.

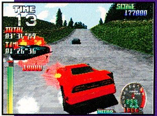
Ray Tracers combines the speed of an Indy car race with the drama of an action flick, making for one totally unique and explosive gaming experience racing fans will not want to miss.

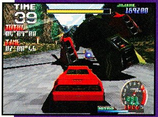


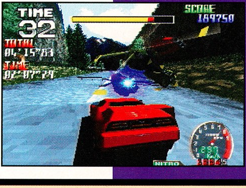


ENEMY VEHICLES CAN BE DISPATCHED WITH A FEW SWIFT BLOWS.



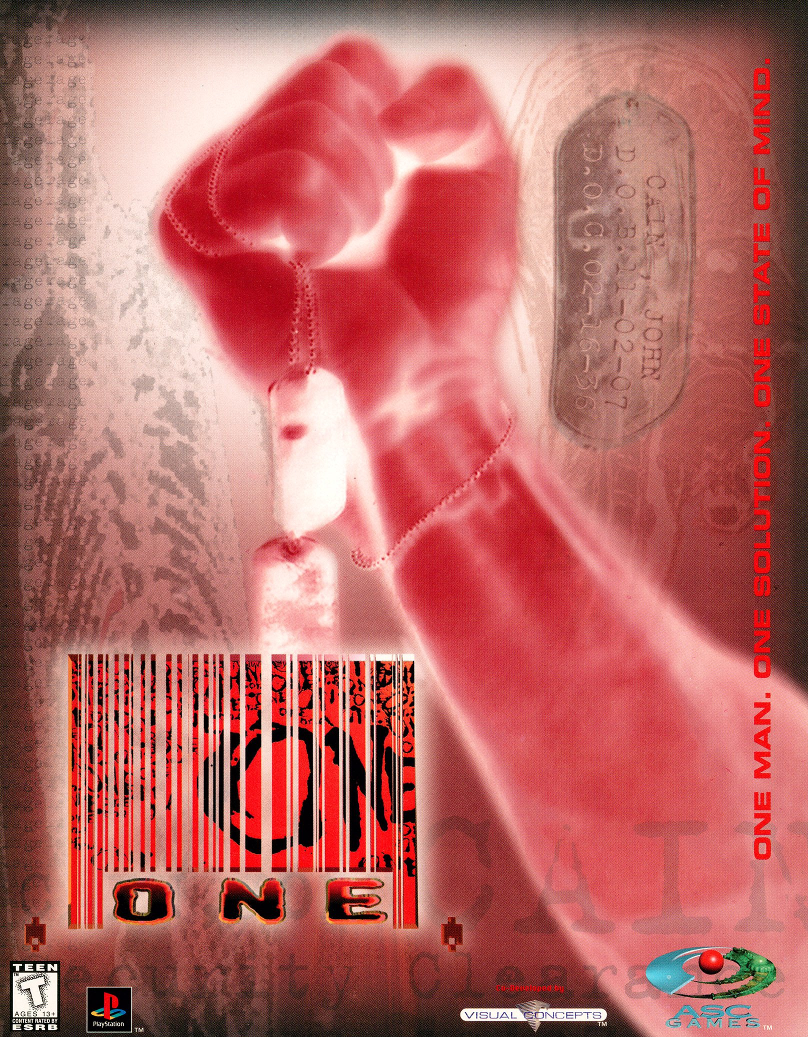






STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RACING	1	90%	NOVEMBER	T*HQ	TAITO


ONE MAN. ONE SOLUTION. ONE STATE OF MIND.
CAIN, JOHN
D.O.B. 11-02-07
D.O.C. 02-16-36
rage
ONE
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
PlayStation
Co-Developed by
VISUAL CONCEPTS
ASC GAMES

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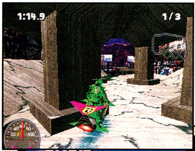
Jet Moto 2

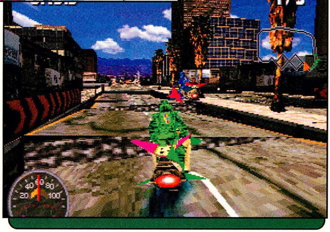
Holy product placements! It's moto time again!

The sequel to one of last year's surprise hits is on its way, and it looks as though it will surpass its predecessor in virtually every way. For Jet Moto 2, SingleTrac has included a wish list of improvements sure to thrill PlayStation racing fans everywhere.

For starters, SingleTrac has written a new physics engine, greatly improving bike handling. Now the bikes are more stable and are easier to right after rolling through turns, meaning you won't unintentionally fly sideways anymore.

The developers also added analog support (a must for the latest racers) and an innovative Trophy Room feature, which rewards Jet Moto champions with secret codes. Beat the game with a certain character, and you will receive a trophy inscribed with a special code. These codes give the player access to such goodies as unlimited turbos, a special Stunt Racing Mode and a host of other secrets sure to pump up the replay value of the game.

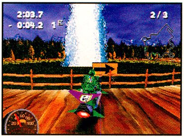




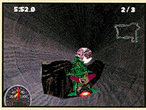
No longer as concerned about inducing motion sickness in gamers, Sony allowed the course designers at SingleTrac to let their imaginations run wild for Jet Moto 2. (Strong sales figures indicated gamers handle the stomach-churning drops and death-defying leaps of the first Jet Moto.) Some of the new environments include a roller coaster, a geyser-filled park and an earthquake-ravaged LAX airport, including partially submerged airplanes as well as a jumpable control tower! The twists and turns are so severe, the grappling towers must be utilized in all-new ways. For instance, the crests of the roller coaster hills are so high, the grapplers, which are located beneath the track, must be used to prevent your racer from being launched into the stratosphere. On another track, one jump will send you head-first into a cliff, unless you use a grappling tower to pull yourself down to a narrow precipice below.

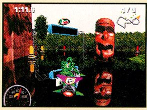
Control with Sony's Dual Analog Pad is so precise it virtually eliminates the need to lean with the shoulder buttons. As has become the custom, the left stick steers while the right stick accelerates and brakes. Pressing the left pressure button (located beneath the joystick) grapples while the right one turbos.

Regrettably, Jet Moto 2 will be the last game SingleTrac develops for Sony, but it looks as though the two companies will end their all-too-brief partnership in style with one of the best racers available.

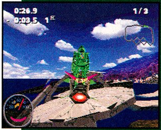


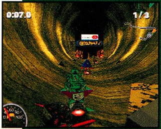
THE GAME'S COURSES ARE ENHANCED BY DETAILED SCENERY AND BACKGROUND ART.

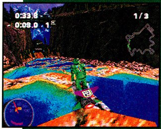


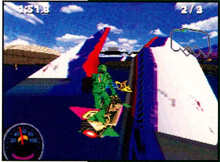


THE COURSES ARE EVEN MORE TREACHEROUS THAN BEFORE.







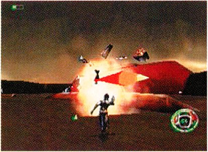


STATS:

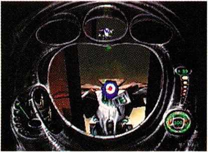
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RACING	1 or 2	75%	NOVEMBER	SINGLETRAC	SONY

MDK Explodes Onto The PlayStation™ Game Console.

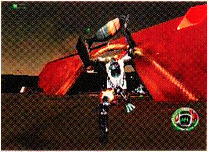
"...we could be looking at a 1997 PlayStation game of the year."
–GAMEFAN



Get ready to experience the total global action fest of MDK on the PlayStation™ game console. Stunning graphics that explode off your screen, blistering gameplay featuring hot and heavy shooting action and of course the completely revolutionary sniper mode makes MDK one of the hottest games ever.



- **Exclusive PlayStation game console features including never before seen secret arenas, pumped up CD soundtrack, and full-blown support for the Sony analog control pad.**
- **Over 60 sweltering arenas spread out over 6 massive cities.**
- **A massive arsenal of weaponry including the groundbreaking sniper mode. Zoom in and pick off your enemies from over two miles away.**



Actual PlayStation Screen Shots.

IT THINKS.

MDK

THEREFORE IT KILLS.

http://www.playmatestoys.com

PLAYMATES PIE INTERACTIVE ENTERTAINMENT

Shiny ENTERTAINMENT
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NEVERSOFT ENTERTAINMENT

PlayStation

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

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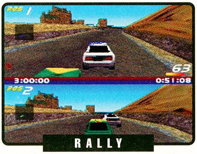
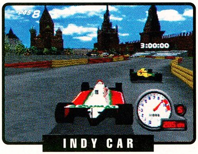
Race The Road Less

POS 7
3:00:00
OFF-ROAD

Maneuver around floods, rock slides and collapsed bridges in treacherous weather conditions like rain and snow.



Challenge up to four players with split-screen and multiplayer link-up modes — or compete against seven CPU racers.



Race one of 40 super-charged vehicles on world-class tracks that feature off-road short-cuts and stunning graphics.

TEEN
AGES 13+
CONTENT RATED BY ESRB

PlayStation ™

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CHRONOMETER
Delta

Traveled.

Grand Tour Racing™ '98 takes racing off the track.
A Dakar off-road competition across the shores of Easter Island. A rally through Scotland. An Indy-car event in Moscow. Race on…and off the racetrack. Challenge the boundaries of six exotic locales in 40 high-speed vehicles. Master the most prestigious racing circuits around the globe for one of eight international teams. Join the Tour tough enough to earn the distinction as the official racing game from the #1 automotive publication. Car and Driver® presents Grand Tour Racing '98.

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CAR AND DRIVER®
RACING GAME

CAR AND DRIVER®
PRESENTS
GRAND TOUR
RACING™
'98

It's A Big World. Race It.

The Race Begins September 1997.

C.A.R.T. World Series

The only "CART" that will work on the PlayStation

Having tackled all the major team sports (football, baseball, basketball and hockey), Sony will soon try their luck at one of the most rapidly growing sports in the world: auto racing. Facing such heavyweight competition as EA Sports' NASCAR 98 and Psygnosis' F1 Championship Edition, Sony wisely aligned themselves with C.A.R.T., one of the premier racing leagues in the world, insuring the high level of realism racing fans demand.

For starters, C.A.R.T. World Series will feature 20 real drivers, including the likes of Bobby Rahal, Al Unser Jr., Jimmy Vasser and Alex Zinardi; real cars; and 10 real tracks, including Laguna Seca Raceway and Nazareth Speedway. Sony is doing their homework to ensure each driver will behave the same as the real-world counterpart. Bobby Rahal drives cautiously but very clean while Paul Tracy goes for pure speed.

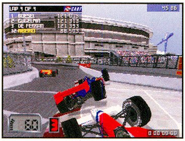
If you hope to compete with the best drivers in the world, you'll have to master real racing techniques, such as drafting, and learn to manage your pit stops effectively. Similarly, cars will have to be customized according to track conditions to get the maximum performance from your vehicle. Wing adjustments, tire wear, gear ratio selections and fuel load must be carefully managed, if you hope to make an appearance in the winner's circle.

The game's tracks, which range from simple ovals to winding street courses, are modeled after actual C.A.R.T. tracks and even include accurate skylines and landmarks from each locale. Advertisements for such companies as Firestone, Pepsi, Toyota and Texaco adorn trackside objects, raising the level of realism even more.

When fully optimized, the game should run at a brisk 30 frames per second, an impressive figure considering the amount of track detail and the field of 20 cars the computer must track. Particle effects for simulating tire smoke and pit chatter have yet to be added, but Sony assures us they'll be in the finished product.

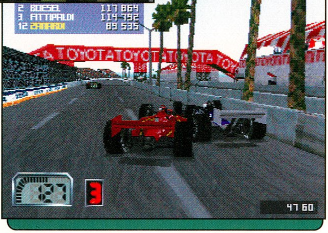
Players will be able to compete in a single race, race an entire season, practice on any track or go head-to-head against a friend via a split screen or link cable.

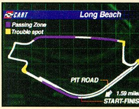
Since EA Sports and Psygnosis have well-established engines for their racing titles, Sony is at a comparative disadvantage having to develop C.A.R.T. World Series from scratch, but it certainly appears they are on the right track.


LAP 4 OF 4
CART
1 BOESEL
2 GUGELMIN
3 DE FERRAN
12 RIBEIRO

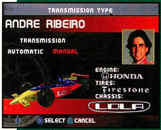
REALISTIC TRACKS ARE ENHANCED BY REAL-LIFE LANDMARKS AND SCENERY.

LAP 3 OF 4
CART
1 MOORE
2 BOESEL
3 GUGELMIN
12 DE FERRAN


2 BOESEL
3 FITTIPALDI
12 ZANARDI
TOYOTA


CART
Long Beach
Passing Zone
Trouble spot
PIT ROAD
1.59 miles
START-FINIS

PLAYERS CAN RACE AS THEIR FAVORITE C.A.R.T. DRIVER OR CREATE THEIR OWN DRIVER, TEAM AND CAR. CARS CAN ALSO BE EXTENSIVELY CUSTOMIZED.


TRANSMISSION TYPE
ANDRE RIBEIRO
TRANSMISSION
AUTOMATIC
MANUAL
ENGINE:
HONDA
TIRES:
Firestone
CHASSIS:
LOLA
SELECT
CANCEL

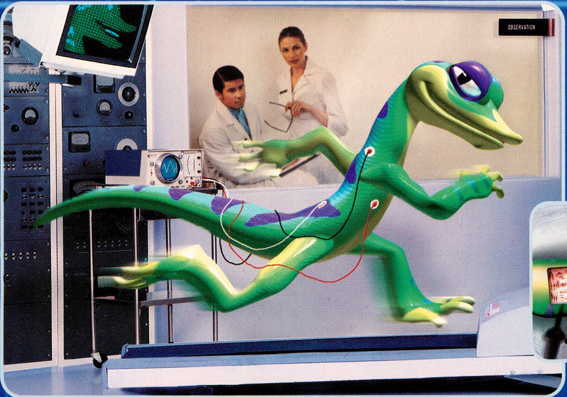
LAP 4 OF 4
1 MOORE
2 BOESEL
3 GUGELMIN
12 DE FERRAN

LAP 4 OF 4
CART
1 MOORE
2 BOESEL
3 GUGELMIN
12 DE FERRAN

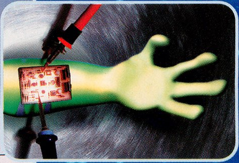
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RACING	1 or 2	90%	NOVEMBER	SONY	SONY

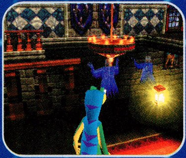
WE'VE REBUILT HIM . . .
MADE HIM STRONGER . . . FASTER . . .
WE HAVE THE TECHNOLOGY

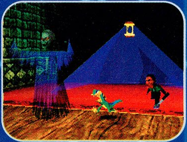


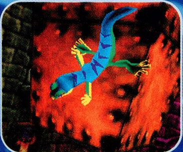
GEX: Enter the Gecko.
360 degrees of "go anywhere you want" 3D EXPLORATION! We're pushing the limits of 3D technology by combining free-roaming gameplay with brilliantly detailed graphics and special effects.



GEX is juiced with over 125 unique moves and 3,400 frames of fluid character animation. HBO® comedian Dana Gould returns as the voice of GEX, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart ass one-liners.







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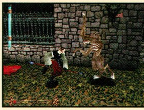
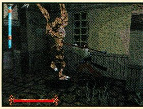
CRYSTAL DYNAMICS

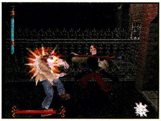
Nightmare Creatures

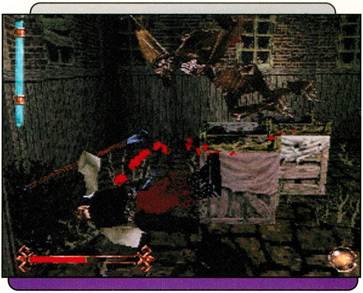
London Calling–for help!





Among the pleasant surprise announcements at E³ was Activision's acquisition of the 3-D action/adventure game Nightmare Creatures. Created by French developer Kalisto Entertainment, Nightmare Creatures transports gamers back to 19th-century London, which has become overrun with hideous monsters. Ignatius Blackward, a local man of the cloth and occult expert, suspects the crisis is the handiwork of the ancient Brotherhood of Hecate and sets out to find the group's leader, a man infamous for his attempts to animate lifeless matter. Along the way, Ignatius falls in with Nadia, a young American girl whose father had been murdered by the Brotherhood. As a dark veil of terror descends upon London, the unlikely allies become the city's only hope for salvation.





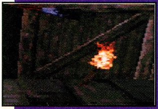
Viewed from a Tomb Raider-esque third-person perspective, Nightmare Creatures plays like a cross between Doom and Resident Evil. The player must run about the game's vast levels, throwing switches, finding hidden power-ups and–of course–slashing truck loads of beasties to bits.

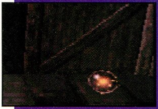
Nightmare Creatures has been drawing comparisons to Sony's Spawn: The Eternal, but Kalisto's game, at least at this stage of development, is superior for a couple of reasons. First, Nightmare Creatures moves at a blinding clip compared to Spawn, which has a very slow, plodding pace. Second, you can fight up to three or four enemies simultaneously in Nightmare Creatures, although doing so is not particularly good for your health. Spawn's battles, in contrast, are all one-on-one.

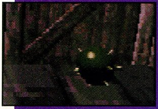
Ignatius and Nadia can uncover a wide variety of spells and weapons, such as freeze attacks, pistols, fire attacks and a unique saw blade weapon that allows you to hack enemies limb from limb. But beware: Enemies may continue their attack despite missing arms, legs, tails or even their heads!

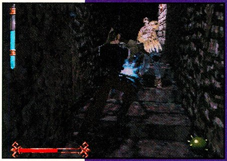
Although it still needs a bit more polishing, Activision's latest offering clearly will be the stuff dreams–or nightmares–are made of.

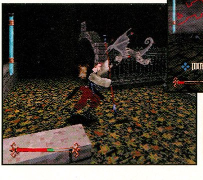
Various power-ups and items can inflict serious damage on your enemies.

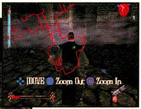






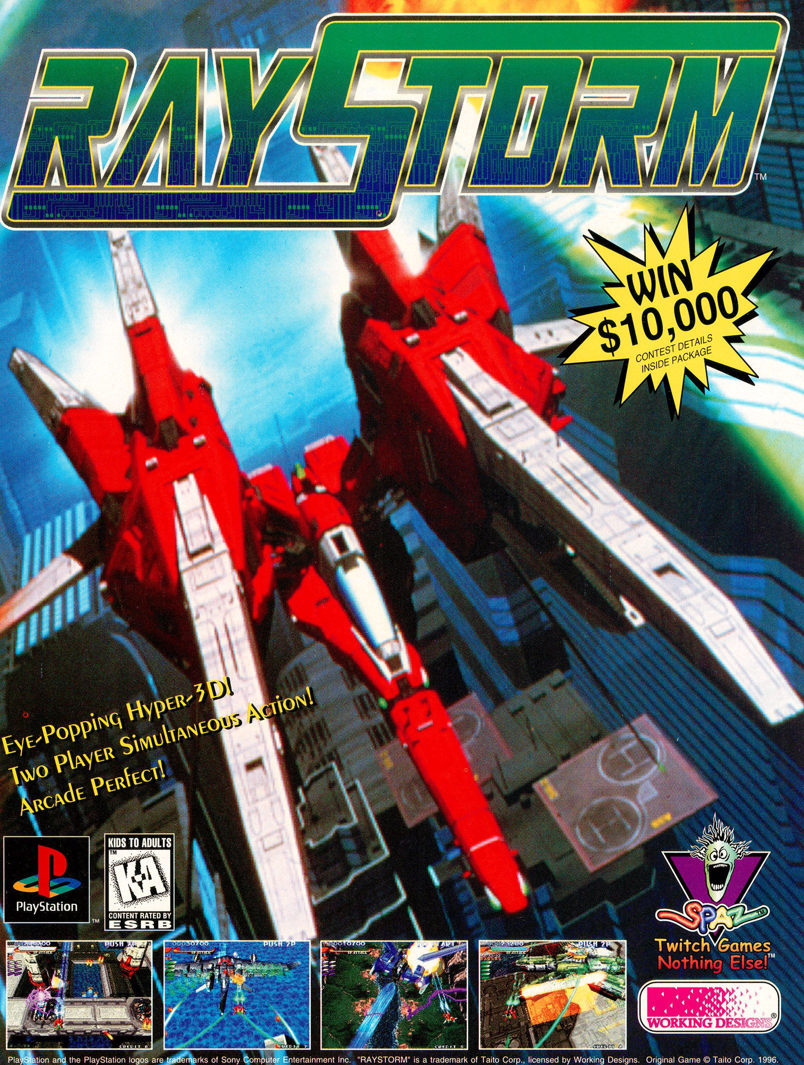






A map overlay helps you find your way.

STATS:					
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ADVENTURE	1	90%	4TH QTR. '97	ACTIVISION	KALISTO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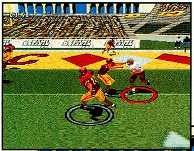
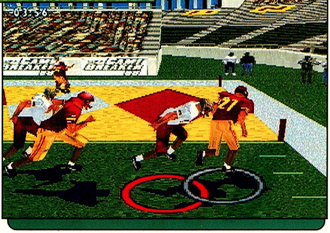
NCAA GameBreaker 98

Bend but don't Break

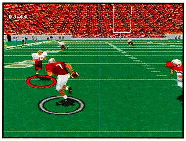
Continuing the evolution apparent in their NFL GameDay 98, Sony's sports division is souping up their college title to produce NCAA GameBreaker 98, and the results look as impressive as the game's big NFL-licensed sibling.

Employing Sony's new polygonal football engine, GameBreaker 98 can now boast a "true 3-D engine" instead of the "two-and-a-half-D" engine of the original NCAA GameBreaker. Assuming that the results will be similar to GameDay 98, this is without question a significant improvement. Although last year's graphics weren't horrible, they certainly weren't anything to get excited about. In this year's GameDay, however, excitement abounds, and the excitement is certain to transfer fully to the upcoming college title.





With all 111 Division I-A teams, plus several all-time great college teams, GameBreaker 98 will offer even more team options than the original. Gamers will be able to track statistics, create players and execute a number of plays and formations which are unique to college football. Although including actual rosters for this year's teams is still out of the question, expect the numbers of the exceptional players to bear a strange resemblance to those of this year's stars. After all, the gamebreakers are what GameBreaker is all about.

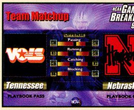


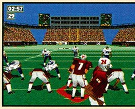
PLAYERS CAN DIVE, DODGE, SPEED BURST AND SPIN TO AVOID DEFENDERS.

Like last year's version, each team will possess certain exceptional players, the "gamebreakers." These are visually differentiated from the normal players so that it is easy to tell at a glance where they are on the field. These gamebreakers have abilities which far exceed those of the average player, giving them the star status which is part of what makes college ball so unique. Oh, the NFL has a few exceptional players, but there's not quite as large of a difference between a Jerry Rice and an average receiver as there is between a gamebreaker and an average player. This is intended to capture the pure excitement of the college game.

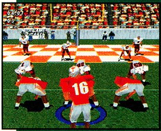
With a championship tournament and several bowl games included, the game offers plenty of preseason and postseason play in addition to the standard college season.

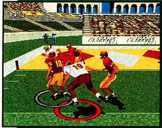
With the visual improvements complementing the already-solid gameplay, GameBreaker 98 is sure to prove even more successful than the original. College football fans, keep your eyes open for this one.

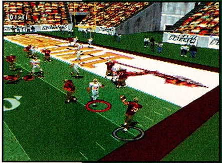




FIELDS ARE PRESENTED WITH ACCURATE SCHOOL COLORS AND LOGOS, EVEN DOWN TO THE END ZONE PATTERNS.







STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
FOOTBALL	1-8	75%	NOVEMBER	SONY	SONY

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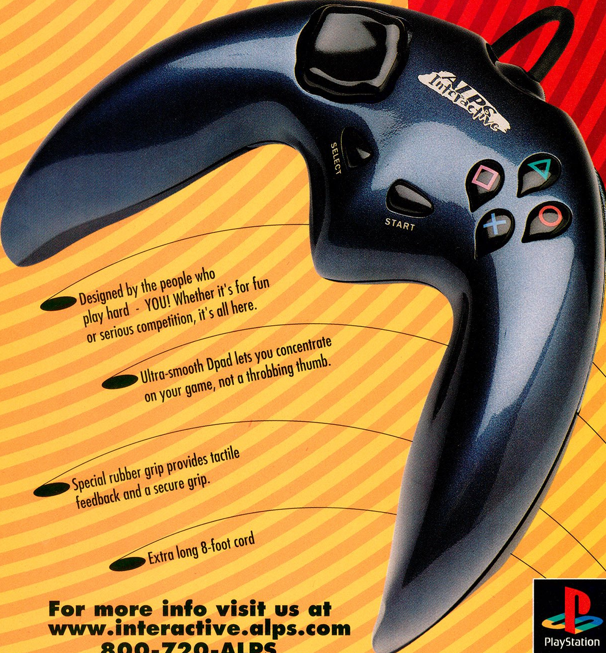

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PlayStation

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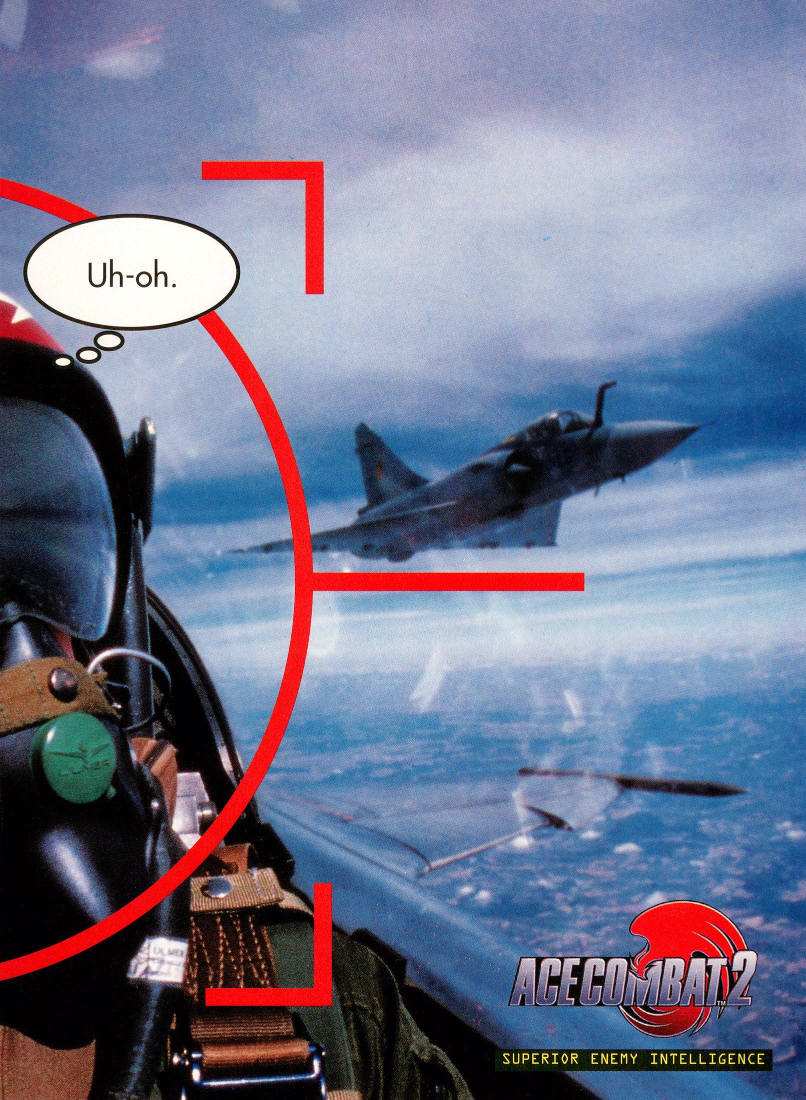
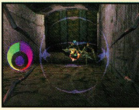
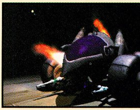
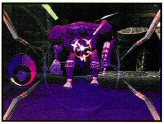

Uh-oh.
ACE COMBAT 2
SUPERIOR ENEMY INTELLIGENCE

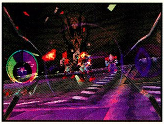
Shadow Master

Journey to distant worlds, meet strange aliens and kill them





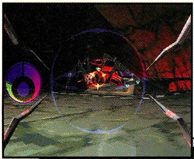




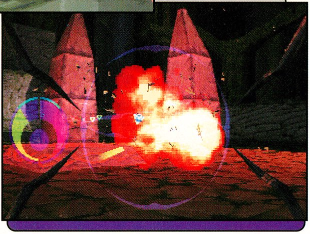
In Shadow Master, Psygnosis' new first-person sci-fi shooter, you must defend the galaxy from a marauding, Borg-like enemy who is enslaving world after world, depleting entire planets of their natural resources and mechanizing all indigenous life-forms. Guess whose world is next in line...

The look of Shadow Master was inspired by renowned fantasy artist Rodney Matthews, whose other-worldly landscapes and bizarre aliens have graced dozens of sci-fi book covers and album sleeves; however, Shadow Master, which is filled with transparencies, lens flares and colored lighting effects, still retains Psygnosis' trademark look, seen in such PlayStation classics as WipeOut and Codename: Tenka.

During the course of your struggle, you will visit seven different worlds, each with its own distinctive look and climate. Silvan is a lush world filled with rain forests and lakes. Halos, in contrast, is a desert world scarred with deep canyons and plagued with blinding sand storms.



Players will be able to customize the different weapons, providing a number of different types of attacks.

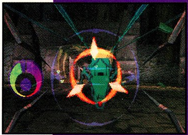


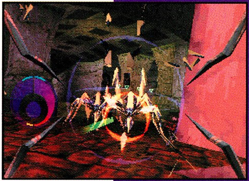
Instead of trudging through Shadow Master on foot, which is generally the case with first-person shooters, you pilot a one-man roving assault vehicle, armed to the teeth with an arsenal of weapons and outfitted with intimidating spikes. Psygnosis plans on making Shadow Master compatible with the NegCon controller, most major steering wheels as well as Sony's new Dual Analog Pad, giving the player an unprecedented level of control for a game of this type.

Shadow Master's nightmarish enemies have both mechanical and insectoid qualities, giving them a wholly original look. Particularly striking are the inhabitants of Silvan's temple level, which, although gold in color, bear a strong resemblance to H.R.Giger's *Alien* designs. Innovative sound design gives each creature its own unique voice, adding an extra dimension of personality.

Shadow Master, in combination with the upcoming Colony Wars, presents a formidable one-two punch, sure to knock out sci-fi fans everywhere when both titles debut during the fourth quarter of this year.

Enemies are strategically placed to offer surprise as well as challenge.





STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ACTION	1	75%	4TH QTR. '97	PSYGNOSIS	PSYGNOSIS

NBA Fast Break

Hoop it up with arcade masters Midway

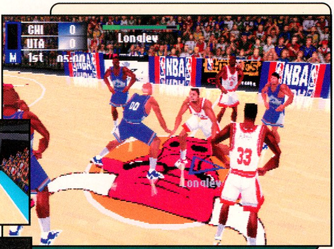
Midway Home Entertainment is hard at work on a basketball title designed with realism in mind. Billed as a "five-on-five hoop simulation," NBA Fast Break will feature all 29 NBA teams, complete with logos, uniforms and accurate home courts, from the logos on the floor to the pattern of the parquée.

The game will use a mixture of motion-capture data and manually programmed animation to avoid the stiffness that is often associated with motion-captured polygonal players. A number of unique animations will be implemented as well, including sideways and backward movement on both offense and defense.

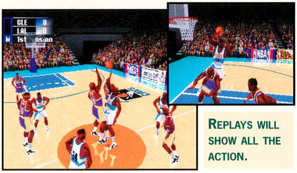
To enhance the game's realism, rebounding and blocking success is based on the players' heights and abilities. Similarly, a player's speed and agility will depend, at least in part, on the size and weight of the player. In any case, the players in the game should accurately reflect their performance in real life.

With a fully customizable Preseason Mode, an accurate season schedule and plenty of practice options, NBA Fast Break will give players the ability to participate in every aspect of the game.

The focus on ultrarealistic simulation may cause some to wonder whether the speed of gameplay will suffer. At this point, the game is early enough that no accurate estimation can be made. One thing is certain, however: Few titles should prove as realistic.



A NUMBER OF UNIQUE ANIMATIONS HELP SPICE UP SHOOTING AND DUNKING.



REPLAYS WILL SHOW ALL THE ACTION.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
BASKETBALL	1-10	80%	NOVEMBER	MIDWAY	MIDWAY

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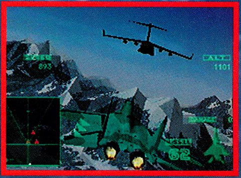
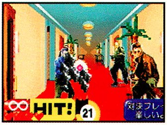
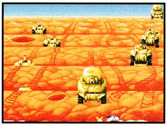


Point Blank

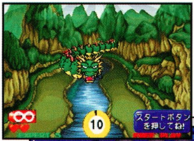
More fun with Namco's Guncon



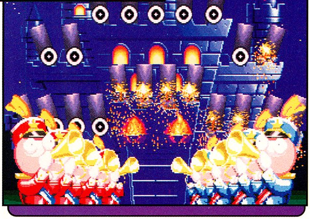


When Namco released their ultra-accurate Guncon with their arcade hit Time Crisis, many wondered what other games might be available for the proprietary peripheral. Quickly putting to rest the fears of Guncon owners, and giving fence-sitters another reason to buy the gun, Namco is releasing a sort of virtual shooting gallery called Point Blank.

Known as Gunbullet in Japan, Point Blank is one of the most unusual PlayStation titles we've seen in a long time. Consisting of an impressive number of challenging shooting mini-games, Point Blank had a wide range of different shooter styles, from straightforward target practice to Hogan's Alley-style crime scenarios. Some of the more unusual games require players to take out vultures that are trying to pop a balloon suspending a character above shark-infested waters. Another level has the same goofy-looking guy tied up at a stake and bombarded by flaming torches. Players must take out the torches before they reach the little guy, or the flames will make him fly forward, smashing comically into the screen.



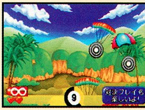
ENEMIES AND NEUTRAL TARGETS ARE EVENLY DISTRIBUTED.



Even more unusual is the game's hysterical Quest Mode, whereupon players guide two squat fellows through an RPG-style world by shooting the terrain, marking a spot where the characters will travel. They travel over the landscape, visiting houses and villages and getting into various encounters based on the target-shooting section of the game. Successfully passing these areas will reward the player with increased health points, extra lives and other goodies.

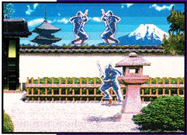
With a specific par for each target game, Point Blank is actually much more challenging than it may appear. The more advanced modes contain as many as 16 different levels, ranging from simple to excruciating. Of course, there is a limited amount of time allotted for each level, so elapsed time is a factor as well.

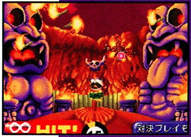
With the unprecedented precision given by the Guncon, any game that supports it requires exceptional accuracy, and hence delivers an exceptional challenge. Point Blank is no exception. The pickings are still pretty slim, however; let's hope more are on the way.

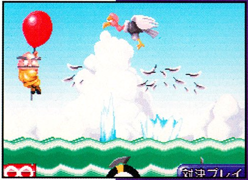


17
対決プレイも
楽しいよ!

SOME LEVELS INCLUDE POSTER-BOARD LIKENESSES OF VARIOUS ENEMIES.







STATS:

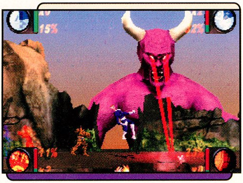
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
SHOOTING	1 or 2	95%	4TH QTR. '97	NAMCO	NAMCO

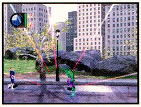
Fantastic Four

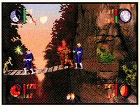
It's clobberin' time for the popular comic quartet

It's clobberin' time! They're the most successful quartet in the history of comics and one half of the top-rated *Marvel TV Action Hour*. They're the Fantastic Four, and they have their sights on conquering yet another medium: video games.

Despite the addition of some eye-catching 3-D backgrounds, Fantastic Four plays like the popular side-scrolling beat-'em-ups of yesteryear, such as Capcom's Final Fight or Sega's Streets of Rage.

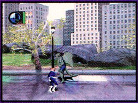


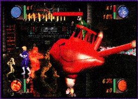


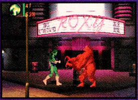


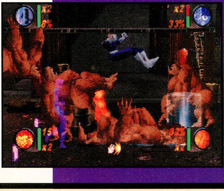
Aside from the normal assortment of kicks and punches, each of the Fan 4 can perform at least three signature moves taken straight from the comic. Human Torch can dowse enemies in a shower of flame, while Mr. Fantastic can roll into a ball and literally bowl the bad guys over. The Thing can produce powerful shockwaves by stomping his foot, and the Invisible Woman, well, she can turn invisible.

Having scored a bona-fide hit with their million-selling Turok: Dinosaur Hunter for the N64, Acclaim seemingly has put an end to their string of abysmal comics-to-video games adaptations. Hopefully, Fantastic Four will help the company continue their winning ways.









STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ACTION	1-4	85%	4TH QTR. '97	ACCLAIM	PROBE

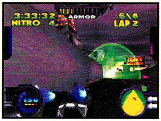
HE PUT THE DEATH IN DESTRUCTION...

Red Asphalt

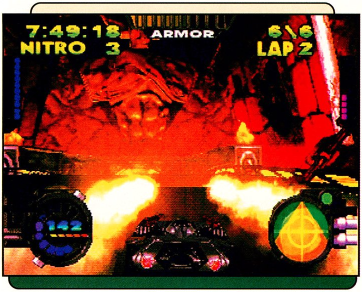
What's rock-and-roll and red all over?

In addition to being the title of one of the most grisly driver's ed. films of all time, Red Asphalt is the name of Interplay's futuristic racing/combat game. Originally intended to be a 3-D sequel to Interplay's successful Rock-and-Roll Racing, Red Asphalt has taken on a life of its own.

Set in the year 2019, Rock-and-Roll Racing follows the exploits of Motormouth, an unwilling competitor in The Races, a barbaric intergalactic tournament dreamt up by the evil mind of Draenek, an unstoppable juggernaut who has enslaved world upon world—including Earth. By winning The Races, Motormouth and his cadre of rebels hope to put an end to Draenek's rule and win freedom for their homeworlds.


3:33:32
NITRO 4
ARMOR
5\6
LAP 2

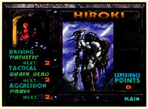
By abandoning the Rock-and-Roll Racing moniker, the developers of Red Asphalt were free to let their imaginations run wild. The action takes place in four unique environments: Neo-Tokyo, Cloud World, Hell World and L.A. (often confused with Hell). Each world contains six individual tracks, which, in addition to the final Arena of Death, raises Red Asphalt's total to a respectable 25 tracks.

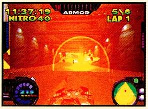

7:49:18
NITRO 3
ARMOR
6\6
LAP 2
142

Players may choose from six upgradable cars, and with names like Hellfalcon, Tormentor and Nightmare, it's abundantly clear that these rolling death machines are *not* your father's Oldsmobile. Winnings can be used to purchase lasers, napalm guns and oil slicks as well as better armor and bigger engines.

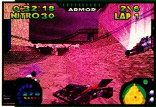
The tracks we've seen so far branch at several points and are littered with weapon and turbo pick-ups, randomly placed by the computer to prevent memorization. The L.A. level has moving road-side objects, such as ominous cranes that tower overhead, while Hell World is filled with fire, wailing souls and other nightmarish imagery. A thumping techno soundtrack will accompany the action.

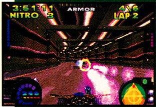
Red Asphalt will be a PlayStation-only release and should arrive on store shelves in time for Christmas.

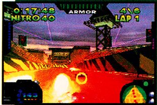

HIROKI
DRIVING
PATHETIC
NEXT: 2
TACTICAL
BRAIN DEAD
NEXT: 2
AGGRESSION
PANSY
NEXT: 2
EXPERIENCE POINTS
0
MAIN

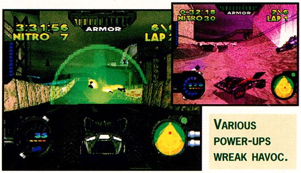

1:37:19
NITRO 40
ARMOR
5\6
LAP 1

PLAYERS CAN TRY TO RACE THEIR WAY HONESTLY TO VICTORY, OR JUST BLOW STUFF UP.

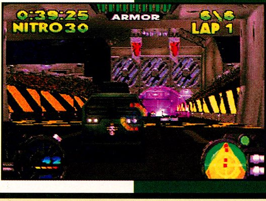

0:32:18
NITRO 30
ARMOR
2\6
LAP 1


3:51:11
NITRO 3
ARMOR
4\6
LAP 2


0:17:48
NITRO 40
ARMOR
4\6
LAP 1


3:31:56
NITRO 7
ARMOR
0:32:18
NITRO 30
ARMOR
2\6
LAP 1

VARIOUS POWER-UPS WREAK HAVOC.

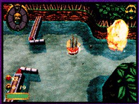

0:39:25
NITRO 30
ARMOR
6\6
LAP 1
42

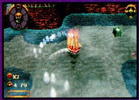
STATS:

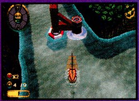
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RACING	1 or 2	50%	DECEMBER	INTERPLAY	INTERPLAY

Overboard

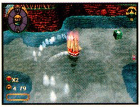
Sail the seven seas with Psygnosis

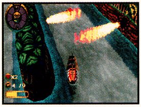






ENVIRONMENTAL HAZARDS ARE BALANCED BY VARIOUS POWER-UPS SCATTERED THROUGHOUT THE LEVELS.

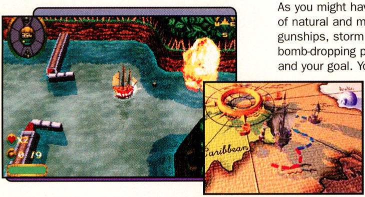




Back when 3-D gaming environments and rendered graphics were little more than a dream, game developers had to rely on innovative play mechanics and clever level design to entertain players. Now that developers have a wide range of impressive graphical tricks up their sleeves, many have forgotten (or never learned) the basics that made video games fun in the first place. Fortunately there are still a few companies who use modern graphics tools to *augment* solid gameplay rather than *replace* it. One such company is Psygnosis, maker of the lighthearted action/puzzle game Overboard.

The goal of Overboard is to conquer as many ports as possible with your lone pirate ship. As you might have guessed, there are a host of natural and man-made hazards, including gunships, storm clouds, locks and bomb-dropping parrots, between you and your goal. Your job is to figure out how to get past them.

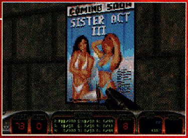
Old-school gamers looking to return to their roots and those who appreciate solid gameplay should check Overboard out.



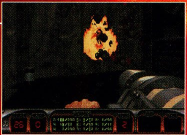
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
PUZZLE	1 or 2	90%	4TH QTR. '97	PSYGNOSIS	PSYGNOSIS

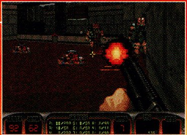
HE PUT THE GUTS IN GLORY.
NOW...



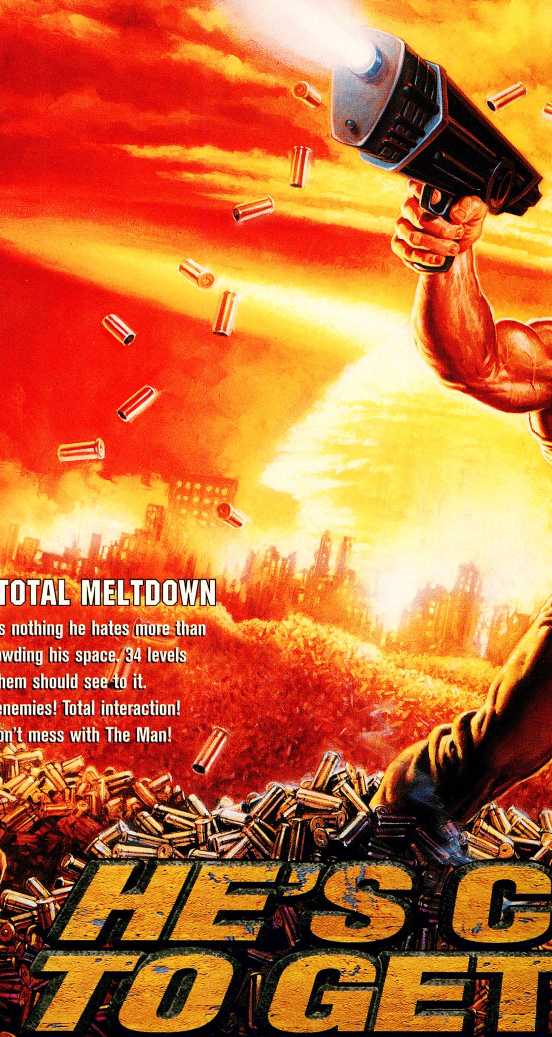
Laugh while you frag, from Hollywood to outerspace!



Bag some aliens with over a dozen hi-tech weapons!



An all-out overload of non-stop carnage!



DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!

PlayStation

Developed by 3D Realms

RATING PENDING RP CONTENT RATED BY ESRB

www.3drealms.com

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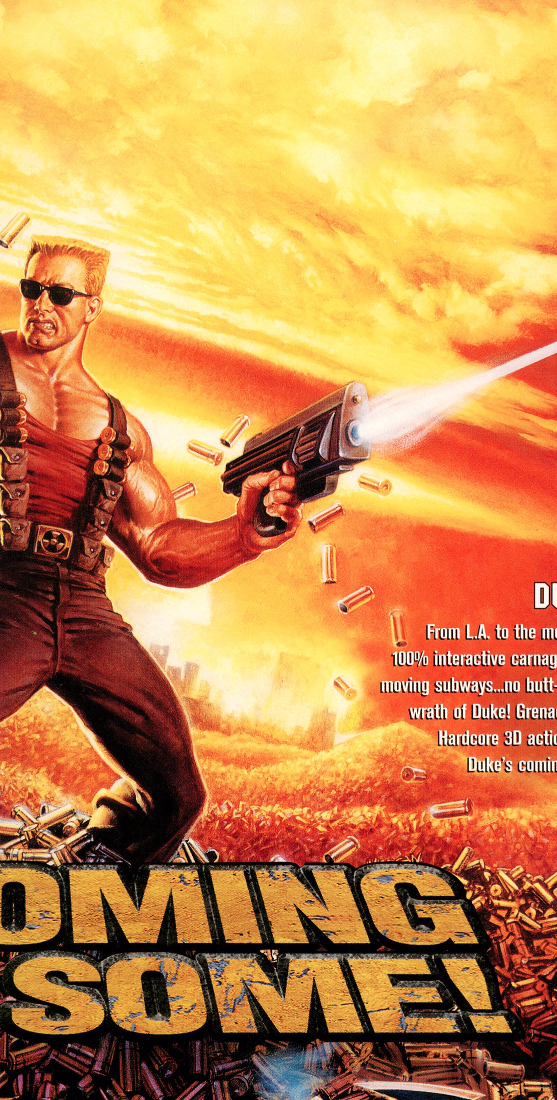


Big weapons and bigger bosses for a fun-filled fragfest!

Earthquakes, exploding buildings and working subways!

Four-player, split-screen Dukematch action.

DUKE NUKEM 64

From L.A. to the moon – 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways...no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!

NINTENDO 64

WWW.GTGAMES.COM

GT Interactive Software

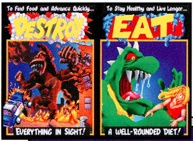
www.gtinteractive.com

Rampage World Tour

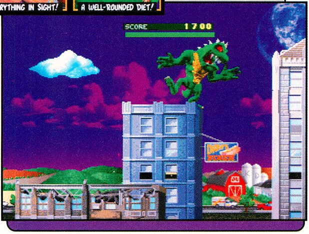
Do the monster mash—'90s style!

Among the surprisingly few arcade conversions for the PlayStation found at this year's E³ was Midway's Rampage World Tour. The good news is that it promises to be a pixel-perfect translation of its quarter-swallowing brother.

Although the graphics have improved dramatically since the original, Rampage, lumbered onto the '80s arcade scene, World Tour's gameplay remains essentially the same. You play as one of three radioactive monsters: Liz, a giant lizard; Ralph, an enormous werewolf; or George, a Kong-sized ape—bent on destroying 16 Scum Lab facilities around the globe (the very facilities responsible for mutating you into the towering monster you've become).


To Find Food and Advance Quickly...
DESTROY
EVERYTHING IN SIGHT!
To Stay Healthy and Live Longer...
EAT
A WELL-ROUNDED DIET!

PLENTY OF HUMOR, INSPIRED, NO DOUBT, BY B-MOVIES AND PULP COMICS, SPICES UP THIS DECIDEDLY WACKY TITLE.



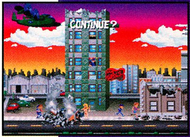
As Betty Veronica, the busty scientist from the original Rampage, helplessly watches on her view screen, George, Liz and Ralph must level city after city to insure the destruction of every Scum Lab facility. This time around, however, the gang has learned a few new tricks, such as hanging wall kicks that shake buildings to their foundations as well as Street Fighter-style jump kicks, good for punishing careless players who harm you.

As in the original Rampage, destruction is only half of the game; you must also search for food, usually the two-legged variety, to keep your monster happy and healthy. Some munchies have unexpected results, so beware what you eat.

Rampage World Tour also has some brand-new editions, such as 14 bonus levels, four grudge mach arenas for the monsters to duke it out and even Bosses, such as V.E.R.N. (Violent, Enraged, Radioactive Nemesis); Beezleborg, Scum Lab's "urban pacification unit"; and Eustas DeMonic, the Scum Lab's power-mongering C.E.O.

As in the arcade version, up to three people will be able to simultaneously play through Rampage World Tour's 130 levels when it lumbers into stores this November. Arcade fans will also want to watch for other excellent Midway conversions, such as Mace: The Dark Age, San Francisco Rush and Maximum Force—all scheduled to hit the PlayStation later on this year. It looks like a good year for arcade fans.

DYING REVERTS YOUR CHARACTER BACK INTO ITS HUMAN STATE, WHICH CAN BE EMBARRASSING.



SCORE 39700

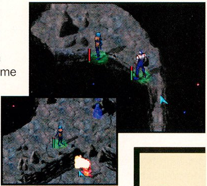
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
ARCADE	1-3	80%	NOVEMBER	MIDWAY	MIDWAY

Youngblood

Mix it up with Badrock and co.

As less imaginative companies continue to release hastily produced platform or fighting games based on comic book licenses, GT Interactive has decided to actually put a little thought into their adaptation of Rob Leifeld's *Youngblood*. Viewed from an isometric perspective, Youngblood is a realtime strategy/combat game that allows the gamer to direct a team of up to four superheroes against the forces of evil.

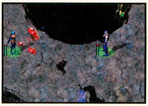


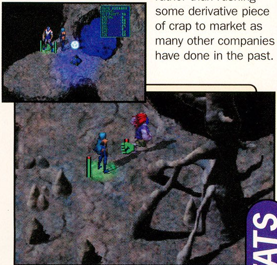
The game plays like a cross between Diablo and Command & Conquer with some RPG elements, such as experience points and plundering, thrown in for good measure.

When assembling your team of heroes (there are 11 to choose from), the player must be sensitive to each character's abilities and history. Disregard them and you may learn during the middle of a mission that two of your team members will fight one another if left alone!

The game's story is loosely based on the comic and branches at various points, making for a different gaming experience each time you play. At one point you can even choose to temporarily ally yourself with your archenemy, Giger.

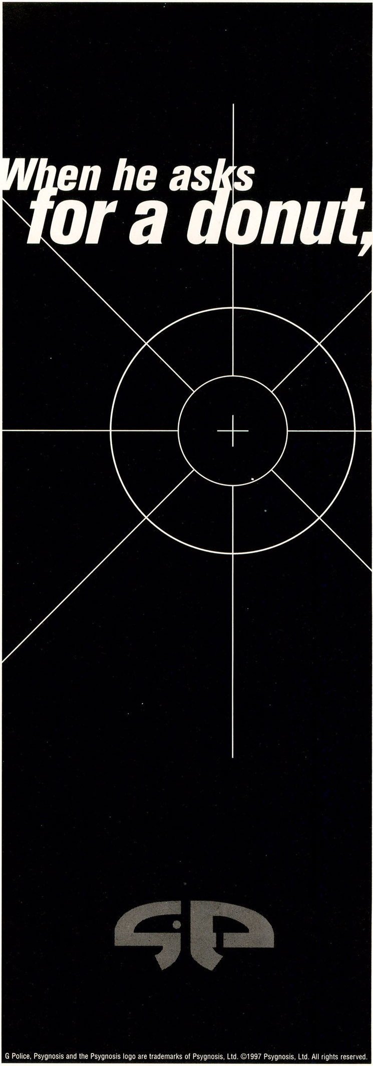
Although it's too early to judge the overall quality of the game, at least credit GT Interactive for attempting to capture the true spirit of the license rather than rushing some derivative piece of crap to market as many other companies have done in the past.





STATS

THEME	ACTION
# OF PLAYERS	1-4
% COMPLETE	50%
AVAILABILITY	4TH QTR. '97
PUBLISHER	GT INT.
DEVELOPER	GT INT.



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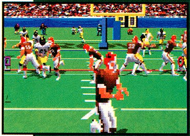
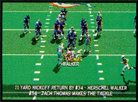
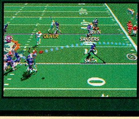
Jimmy Johnson Football

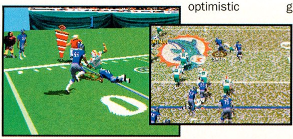
Match wits with the NFL's greatest mind




THOMAS
WALKER
11 YARD KICKOFF RETURN BY #34 - HERSCHEL WALKER
#54 - ZACH THOMAS MAKES THE TACKLE



With such heavyweights as Madden and GameDay slugging it out on the PlayStation gridiron, it seems almost suicidal for any other company to jump into the fray. Even so, VR Sports remains optimistic about their pigskin title, Jimmy Johnson VR Football '98.



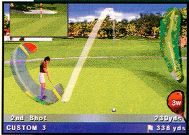
Why, you ask? For starters, VR Football is the only 32-Bit football title that allows gamers to create and save their own plays. It also has a great one-step play-calling system that's light-years ahead of the competition. And since the game will be hitting the field later than the competition, it will have the most current rosters possible. VR Football also has pregame scouting reports, postgame analysis and constructive criticism from one of the greatest minds in football: Jimmy Johnson, making for one of the most well-rounded football sims.

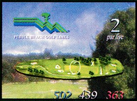
STATS:

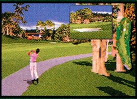
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
FOOTBALL	1-8	95%	4TH QTR. '97	INTERPLAY	INTERPLAY

PGA Tour 98

Go on tour with the best in the game

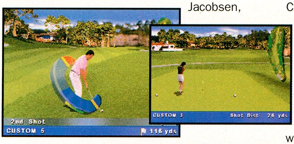






Ever dream of joining the PGA tour? Ever yearn to play against the world's greatest golfers on the most challenging courses around the country? Now you can in EA Sports' PGA Tour 98.

PGA Tour 98 is packed with 14 top pros, including multimillion-dollar winners Peter Jacobsen, Brad Faxon and Davis Love III. All 14 pros' swings and shot reactions were digitized into the game, providing the realism of a television broadcast. PGA Tour 98 even has a TV-style hole analysis and full commentary by Ernie Johnson, Jr.



Courses include Pebble Beach Golf Links, The Bay Hill Club, TPC at Sawgrass, Colonial Country Club and TPC at Scottsdale. EA provides you with course records, such as longest drive and lowest round, so you can track your progress against the best in the business.

PGA Tour 98 boasts eight different play modes including an all-new Skills Challenge Mode, which tests shot-making ability in clutch situations. Even if you already own a golf sim, PGA Tour 98's attention to detail makes it a worthy addition to any duffer's collection.

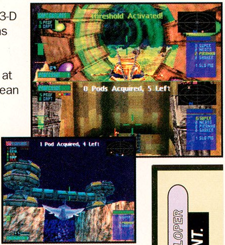
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
GOLF	1-4	80%	4TH QTR. '97	EA SPORTS	EA SPORTS

Critical Depth

More than a watered-down Twisted Metal

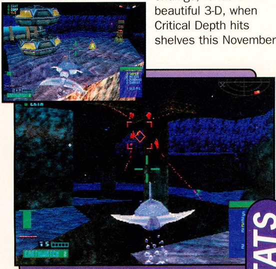
Having already conquered land and air with previous hits Twisted Metal and Warhawk, SingleTrac is taking their brand of character-driven 3-D combat to the seven seas with Critical Depth.



After the discovery of several mysterious pods at the bottom of the Caribbean Sea, competing vessels carrying scientists, treasure hunters, government agents, terrorists and half-crazed loners from around the globe converge on the site, hoping to unlock the mysterious power they are believed to contain.

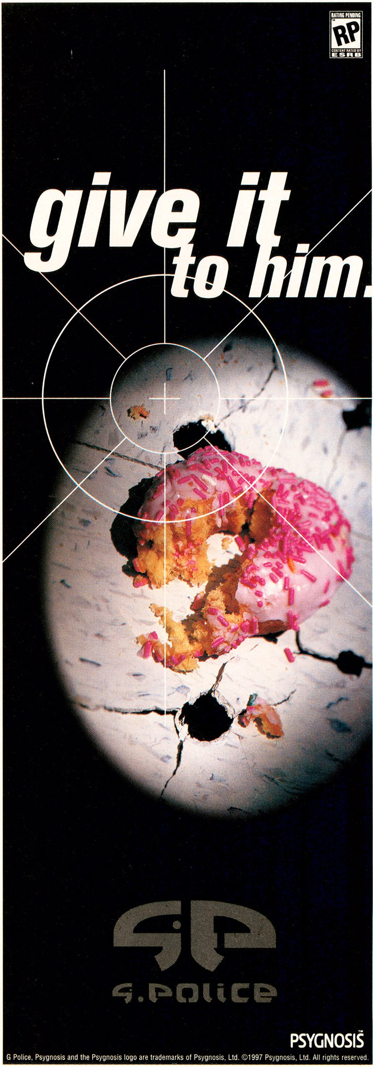
Published by global software giant GT Interactive, Critical Depth combines the furious combat of Twisted Metal with the freedom of movement of Warhawk, making for a unique gaming experience. Like Twisted, each of the 12 vehicles is equipped with its own signature weapon and can pick up other deadly weapons scattered about the game's 10 aquatic battlefields. Like Twisted Metal 2, Critical Depth has plenty of hidden areas and combo attacks, such as stun rays and depth charges, produced by performing various key combinations.

Given SingleTrac's penchant for irony, you can count on plenty of bizarre endings, rendered in beautiful 3-D, when Critical Depth hits shelves this November.



STATS

THEME	ACTION
# OF PLAYERS	1 or 2
% COMPLETE	80%
AVAILABILITY	NOVEMBER
PUBLISHER	SINGLETRAC
DEVELOPER	GT INT.



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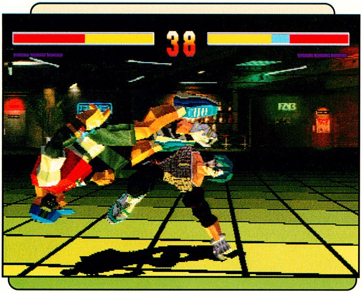
VS.

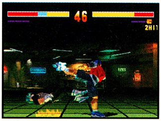
Who's the toughest in the 'hood?

T*HQ's previous PlayStation efforts, WCW Vs The World and K-1 The Arena Fighters, allowed gamers to go toe-to-toe inside the "squared circle." Soon T*HQ will be taking their brand of 3-D fighting to the streets with their upcoming release Vs.

In Vs. four rival gangs (Campus, Beach, Streets and Hoods) are battling for control of the streets and playgrounds of their city. You must join the fray by aligning yourself with one of the gangs and eliminating your enemies.



Although still relatively early, Vs. looks as though it will be T*HQ's most visually appealing brawler to date. Each of the game's 16 characters are motion-captured and move at a brisk 60 frames per second (only two other games, Tobal No. 1 and Toshinden 3, have achieved this feat so far).

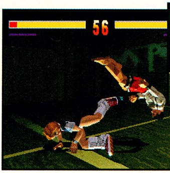


T*HQ promises the finished version of the game will contain complex offensive and defensive maneuvers complete with unorthodox blocks and counters. To this end, T*HQ is keeping the button configuration (punch, kick, evade) simple to allow players to focus on the action rather than complex joystick motions or button combinations.

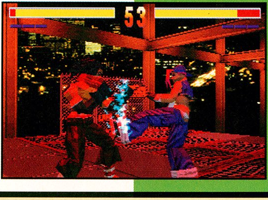
Each of Vs.' offbeat characters are colorful and visually reflect the gang to which they belong. Kathleen is a petite schoolgirl and aiki master. Ramos is a headphone-wearing, street-fighting rapper. Mineo is a Venice Beach street mime with an attitude. Perhaps most colorful of all, Slim Daddy the pimp has killer chops and a wardrobe that would put *Starsky and Hutch*'s Huggy Bear to shame. By beating each gang's Boss, players can up the playable character roster by four, raising the total to over 20. Vs. will also feature a thumping CD soundtrack featuring such emerging artists as Los Infernos, Suicide Machines and Razed in Black.

If all goes according to schedule, Vs. should hit stores in October. Anyone looking for a lightning-fast and off-beat fighter should check it out.

Unusual characters perform plenty of unorthodox maneuvers.

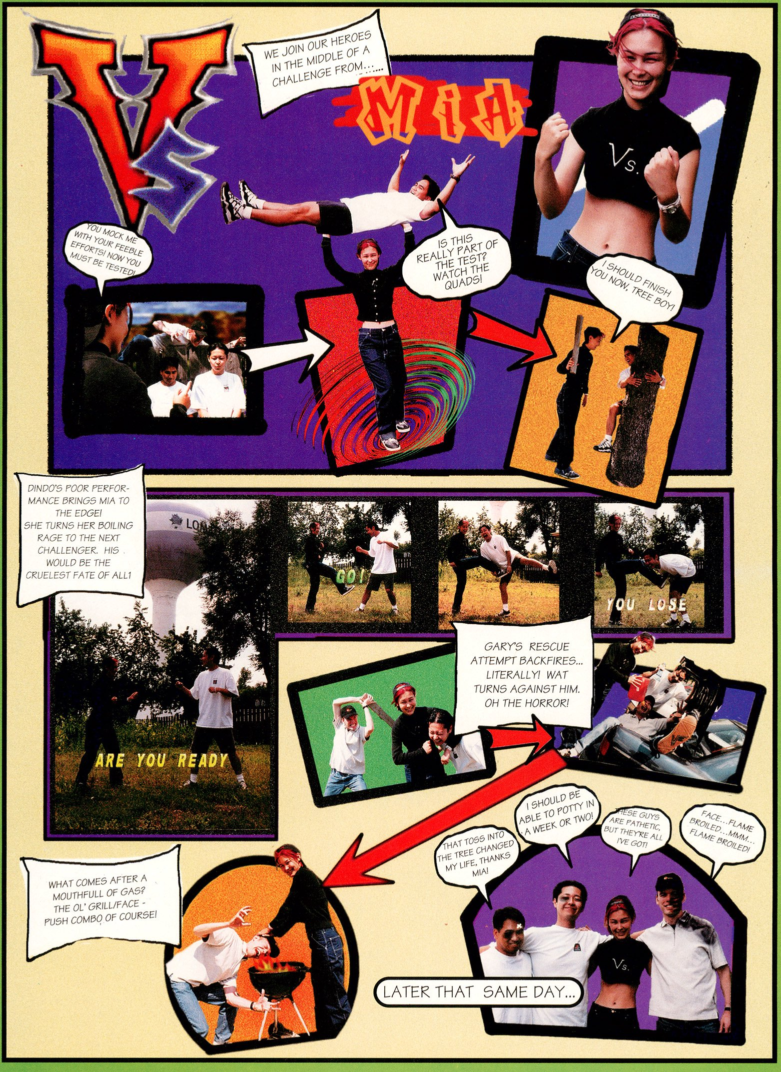


Effects complement special moves.

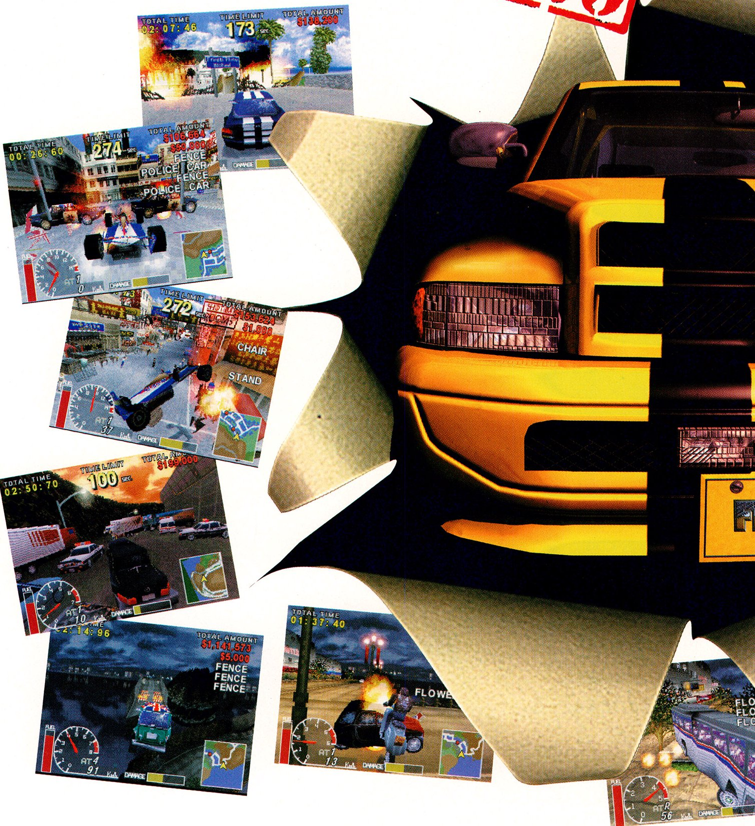


STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
FIGHTING	1 or 2	75%	OCTOBER	T*HQ	T*HQ


Vs
WE JOIN OUR HEROES IN THE MIDDLE OF A CHALLENGE FROM…
MIA
Vs.
YOU MOCK ME WITH YOUR FEEBLE EFFORTS! NOW YOU MUST BE TESTED!
IS THIS REALLY PART OF THE TEST? WATCH THE QUADS!
I SHOULD FINISH YOU NOW, TREE BOY!
DINDO'S POOR PERFORMANCE BRINGS MIA TO THE EDGE! SHE TURNS HER BOILING RAGE TO THE NEXT CHALLENGER. HIS WOULD BE THE CRUELEST FATE OF ALL1
GO!
YOU LOSE
ARE YOU READY
GARY'S RESCUE ATTEMPT BACKFIRES… LITERALLY! WAT TURNS AGAINST HIM. OH THE HORROR!
WHAT COMES AFTER A MOUTHFULL OF GAS? THE OL' GRILL/FACE - PUSH COMBO, OF COURSE!
THAT TOSS INTO THE TREE CHANGED MY LIFE, THANKS MIA!
I SHOULD BE ABLE TO POTTY IN A WEEK OR TWO!
THESE GUYS ARE PATHETIC, BUT THEY'RE ALL I'VE GOT!
FACE…FLAME BROILED…MMM… FLAME BROILED!
Vs.
LATER THAT SAME DAY…

FELONY 11-79™


TOTAL TIME 02:07:46
TIME LIMIT 173 sec.
TOTAL AMOUNT $138,290
TOTAL TIME 00:26:60
TIME LIMIT 274 sec.
TOTAL AMOUNT $106,684
$50,000
FENCE
POLICE CAR
FENCE
POLICE CAR
FUEL
AT 1
0 Km/h
DAMAGE
TIME LIMIT 272 sec.
TOTAL AMOUNT $153,624
$1,000
CHAIR
STAND
FUEL
AT 1
37 Km/h
DAMAGE
TOTAL TIME 02:50:70
TIME LIMIT 100 sec.
TOTAL AMOUNT $199,000
FUEL
AT 1
10 Km/h
DAMAGE
02:14:96
TOTAL AMOUNT $1,141,573
$5,000
FENCE
FENCE
FENCE
FUEL
AT 4
91 Km/h
DAMAGE
TOTAL TIME 01:37:40
FLOWE
FUEL
AT 1
13 Km/h
DAMAGE
FLO
FLO
FLO
FUEL
AT R
56 Km/h
DAMAGE

YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.

You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.

PlayStation

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

ASCII ENTERTAINMENT

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The reach of the PlayStation is global, so it's only right that we provide you with the happenings and available games for your favorite system. Obviously, the bulk of this type of material will be from Japan due to the origin of many of the games we play, but coverage can shift if the gaming scene in, for example, Tanzania starts heating up. Look, we also have cool game-related items for game maniacs like you and me!

Books

In Japan, Square has released a *Complete Works* book detailing the history (and all kinds of other stuff) of the Final Fantasy series up to part VI. There's a bonus CD attached that allows you to watch mini-movies of the openings, events and endings of the various games which sounds cooler than it actually is. The movies are on the short side with poor video quality, but at least the book is nice.

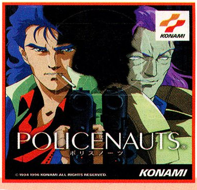
Fans of females in video games should not miss *Gal's Island* which concentrates solely on this subject. Content includes exclusive official art, character stats, fans dressing up in their favorite game outfits (cos-play) and lots of fan art.

Lots of fun for everyone.

DigiCube Best Selection Series
COMPLETE WORKS I through VI
ファイナルファンタジー大全集
FINAL FANTASY
with original CD-ROM
Vol.2

ギャルズ♥アイランド
VIDEO GAME MAGAZINE GAMESTMOOK VOL.47
ストリートファイターZERO2

Games


KONAMI
POLICENAUTS
ポリスノーツ
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KONAMI

Thankfully, the majority of good games available in Japan for the PlayStation are being released here. There are a few stand-outs that have uncertain futures:

1. *Policenauts - Konami - Graphic/Adventure*
This dramatic tour-de-force defines game cinematics and is the biggest game missing in action.
2. *Tobal 2 - Square - Fighting game*
Excellent fighting game that needs a push to be brought over. Analog support and Quest Mode.
3. *Snatcher - Konami - Graphic/Adventure*
The predecessor to Policenauts is awesome in its own right.
4. *Kowloon's Gate - Sony - Graphic/Adventure*
Can you tell we like graphic adventures? Anyway, this disturbing game is close to domestic release and would be a cool niche game for the twisted.

CAPCOM
STREET FIGHTER ZERO2
Victor
Soundtrack from "RUNABOUT"
VICTOR ENTERTAINMENT, INC
VICL-60028 ¥1890(TAX IN)

Music

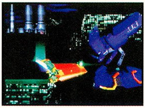
Good soundtracks enhance a game like nobody's business. Original game soundtracks are released on a regular basis in Japan as well as when the game uses actual "band" music like in Runabout/Felony 11-79. The cool twist on this are the arranged soundtracks. The music is similar to that of Fatal Fury from SNK with the music being performed by a symphony or hearing the tunes of Street Fighter Zero/Alpha 2 techno style!

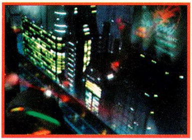
PONY CANYON
餓狼伝説
Symphonic Sound Trax
SNK 新世界交響楽団
NEO GEO
餓狼伝説
Symphonic Sound Trax
PCCB-00197

So ya wanna see any of this stuff over here? Let us hear your voice—mail your opinions to
International Games
c/o the *Official U.S. PlayStation Magazine*
1920 Highland Ave., Suite 222
Lombard, IL 60148
Or send it to wataru_maruyama@zd.com with the subject line: **International Games**. We will possibly have a phone line set up soon to field all your votes, but until then, send it through snail mail or e-mail.

Einhander

When Square started to branch off from their RPG heritage into new waters, we didn't quite know what to expect. Their foray into fighting games was successful and their other endeavors into the world of sports titles is still in the works. The Square entry into the shooting genre looks to be an exciting one with the graphics taking advantage of all those SGI machines they have. The title, Einhander, refers to the game's play mechanics which revolve around using your lone arm to shoot, grab and whatever else they decide to throw in there. The game is mainly of the 2-D variety with pseudo 3-D elements thrown in which looks like a meaty combination so far.



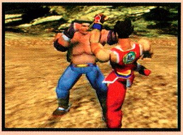


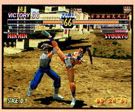
stats:

AVAILABILITY	PUBLISHER	DEVELOPER
4TH QTR. '97	SQUARE	SQUARE

Virtual Hyrunoken

All fighting games are not created equal and this is especially true for the overcrowded 3-D fighting game genre on the PlayStation. The latest in the series of Ultimate Fighter games from Culture Brain follows in the same footsteps as its earlier incarnations. They have indeed done an impeccable job of translating the same jerky control schemes found in their 2-D fighters into the 3-D arena. The game does have quite a variety of fighters, but their moves are very closely related without much distinction between one another. There are several play modes which present different challenges, but it doesn't really matter in the end. Don't let the semi-decent graphics lure you into making a big purchasing mistake. It goes without saying that no U.S. publisher should go near this.



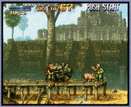


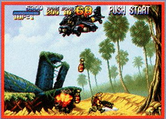
stats:

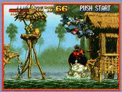
AVAILABILITY	PUBLISHER	DEVELOPER
NOW	CULTURE BRAIN	CULTURE BRAIN

Metal Slug

Anyone who picked up the sleeper title In the Hunt will no doubt see the similarities in looks with this game. That's no coincidence since Metal Slug is from most of the same people responsible for the former. The best way to describe the game is to imagine a 2-D action shoot-fest with exaggerated detail in the sprite graphics. Metal Slug had quite a following in the arcades and has come to the PS in relatively good shape. Because of its arcade heritage though, the game is on the short side. Even the extra bonus items like a game art gallery don't quite justify the cost of the game. If this were released domestically at a lower price point, we could have a winner here.





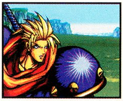


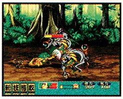
stats:

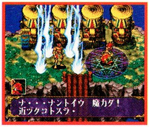
AVAILABILITY	PUBLISHER	DEVELOPER
NOW	SNK	SNK

Samurai Shodown RPG

The long wait is finally over and the game that started a tidal wave of fighters on the Neo•Geo has gone RPG. Starting with the highlights, the graphics are nicely drawn and convey the world of Samurai Shodown in a familiar way. The characters are fairly detailed with nice touches during the battle scenes which are handled in the side-to-side battle manner seen in earlier Final Fantasy titles. The music for previous Samurai Shodown games has always raised it above other fighters and that has mostly carried over to the RPG. The downturn to all this is that this is a port from the Neo CD version and a somewhat sloppy one at that. Many things that could have been handled marvelously by the PS are limited by the Neo CD hardware it originated on. The game is extremely slow in parts, but is still a worthy adventure.





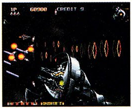


ナ・・・ナントイウ　魔力ダ！
近ヅクコトスラ・

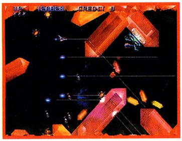
stats:

AVAILABILITY	PUBLISHER	DEVELOPER
NOW	SNK	SNK

Gradius Gaiden



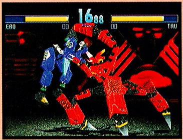
One of the all-time greatest shooters is finally getting the face-lift fans have been waiting for. Konami has gone the same route with Gradius Gaiden as they have with Castlevania: SOTN and kept it 2-D! Of course there are enhancements that take full advantage of the PlayStation, but the majority of the action is the classic side-scrolling shooting variety. Once we get our hands on this sucker, we'll be putting this one through its paces to see if the legend continues. The future of this game as far as domestic release is hopeful, since it is in the same vein as the Castlevania game that put 32-Bit flourishes on a quality 2-D game.



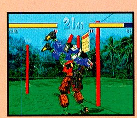
stats:

AVAILABILITY	PUBLISHER	DEVELOPER
AUGUST	KONAMI	KONAMI

Zero Divide 2



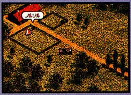
The little fighting robot game could finally make its comeback on the PlayStation. Zero Divide 2 picks up from the previous installment with a new Story Mode and the obligatory improvements in graphics. The graphics have indeed been given a powering up with bulked-up polygonal builds and improved textures on the fighters. Unfortunately, the backgrounds seem to have been a bit toned down from the last game, but the trade-off in playability is more than worth it. The control is tighter, resulting in a better balance in fighting. If you were a big fan of the first title, you are sure to find enjoyment with the new model.



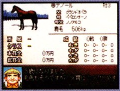
stats:

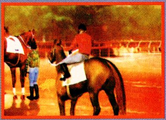
AVAILABILITY	PUBLISHER	DEVELOPER
NOW	ZOOM	ZOOM

Derby Stallion



How big of a crime is it that we do not yet have a horse racing game for the PS here in the States? I mean, it's hard to go wrong with a game that lets you raise horses, race them and bet on them. Seriously though, Derby Stallion is one of those games that has a huge following in Japan, but would not fare as well in these parts. The staff has been giving the game some playing time and they are starting to come around to the addictive natures of the sport. It would be interesting if a U.S. publisher dipped their toe in these waters. Anyone?

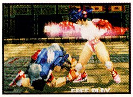




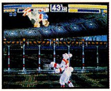
stats:

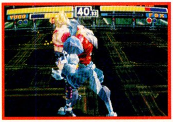
AVAILABILITY	PUBLISHER	DEVELOPER
NOW	ASCII	ASCII

Bloody Roar



We got a peek at this game recently at the E³ show where it was shown under the name Beastorizer. It was literally a surprise game out of nowhere and we've been eager for new info ever since. Bloody Roar features human fighters that can transform into beasts when they have filled the proper amount of energy bars. The cool graphics are somewhat of a given for PS fighters so let's concentrate on the meat of this puppy, the gameplay! The action is intense and the overall control has that "precise" feel that fighting fans crave. Sony is looking very closely at this game and they would not be making a mistake with this one. It has an interesting gimmick with solid gameplay to boot.





stats:

AVAILABILITY	PUBLISHER	DEVELOPER
4TH QTR. '97	HUDSON	HUDSON

eat.
burp.
eat.
burp.
eat.
burp.
puke!
These guys know how to party.

RAMPAGE™
WORLD TOUR

PlayStation™

SEGA SATURN

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

MIDWAY

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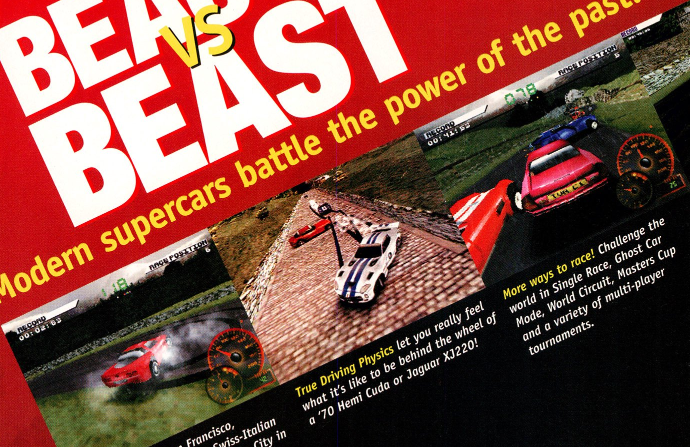
BEAUTY VS BEAST

Modern supercars battle the power of the past!



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More ways to race! Challenge the world in Single Race, Ghost Car Mode, World Circuit, Masters Cup and a variety of multi-player tournaments.

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Dodge® Viper GTS
TVR® Cerbera™
Chevrolet® Corvette®
Nissan 300ZX®

Power of the past:

Shelby Cobra™ 427
'69 Chevrolet® Corvette® 427
'70 Chevrolet® Chevelle® SS 454
'69 Chevrolet® Camaro® ZL1
'70 Plymouth® Hemi Cuda

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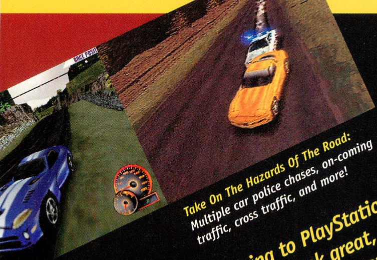

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"Test Drive 4 is the clear choice for BEST RACING GAME OF 1997!"
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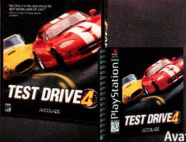
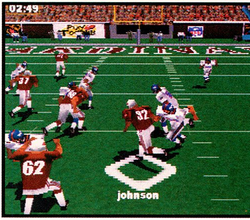


ACCOLADE™

3Dfx Interactive

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Available November '97 For Sony PlayStation and PC CD-ROM!

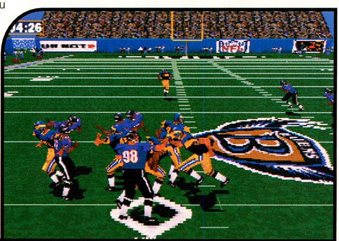


NFL GAMEDAY 98

Sony gives NFL GameDay 98 a major facelift

There has been talk about who has the best football game on the PlayStation and boy, there's a lot of it. Obviously, this title and EA's Madden 98 are the games in the running. Though I am impressed by both parties, only one comes out as the victor...NFL GameDay '98.

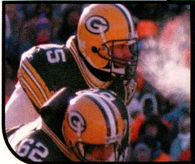
This '98 edition has come a long way in respects to graphics. As you can see here at the screen shots, the game uses full 3-D polygons. Attention to detail is exceptional. All surroundings and players down to their numbers on their jerseys are polygonal. If you can remember when playing the previous GD games when the action would zoom in on the players, everything got blocky like they were made of Legos. Not here. Zoom in and you can view the action from various angles without losing any detail. Having a polygonal game gives the players realistic movements in terms of running, tackling, diving, etc. and this is a plus. I do have a minor complaint about the tackling, though. It needs more variations. The creators of this game have included other realistic players' animations like the TD dance, high-step, one-hand catches, swim moves, toe-drag catches, juke moves, and stiff arm, which is very useful playing against your friends, who do not know how to tackle. I could go on and on, but that will only ruin it for you.

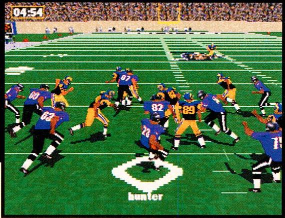


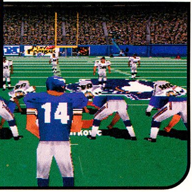
When playing sports games, I pay great attention to the game's AI. The '98 edition has greatly improved in this department, giving seasoned football players more challenge. Now, the computer reacts more quickly to your play calling as the season progresses. For example, you're playing the Jets on the first week and on the fourth week of the season. If you happen to win the first game, the Jets will now know your type of play and have a strategy for your next game. So, in the sense the computer will adapt to your style of gameplay. If you continue to have the same strategy, some low-rated team like the Jets might end up toppling over you.

GameDay 98 game on the

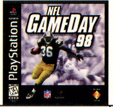
In this world of football games, you







NFL GameDay 98 has it all; new well-animated jukes moves, tackling and tight-rope animations (above) are a just a few that you'll see in this '98 edition.

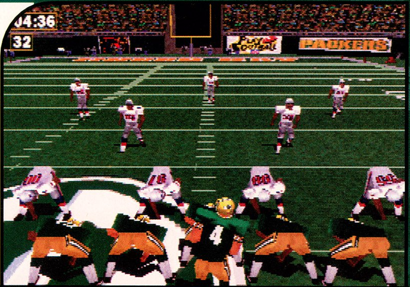

NFL
GAMEDAY
98
PlayStation

playSTATS

1~8 Players	Multi Tap Adaptable 1~8 Players	Memory Card 1block	Sony

> "Now, the computer reacts more quickly to your play calling.."

CHECK OUT THE FULL 3-D POLYGONAL FIELD AND PLAYERS. NO MORE LOSING DETAIL WHEN YOU ZOOM IN ON THE ACTION.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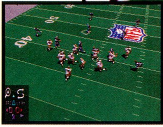
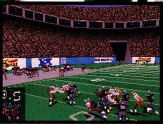
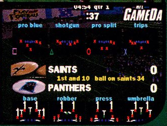
PACKERS






04:54 qtr 1
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GAMEDA
pro blue
shotgun
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SAINTS 0
1st and 10 ball on saints 34
PANTHERS 0
base
robber
press
umbrella

have to play crisp and aggressive, which means the controls must be precise and accurate. Playing this game just gives you that. I generally like the speed of the game which is a tad slower than before. This can be my own preference, but it allows you to control you player with much more precision, enabling you to find holes in the gap for you to bulldoze through, and have an easier sense of direction. As I said, this is my preference. Others may set the speed to an arcade-like mode where the action is more exaggerated.

Playing against the computer is indeed challenging. In some cases you may have to take total control of your team to win against your opponent. You can do so by choosing the Total Control setting. With quick button combinations, this allows you to control a receiver and the pass. You may lead (overthrow or underthrow) your receiver whenever you want. This type of procedure is called the Total Control Passing, which was first seen in its past title, NFL GameDay '97.

The talk is over and overall, NFL GameDay 98 comes out on top with their new 3-D polygonal look and excellent gameplay.

–Dindo Perez

is the best-looking sports PlayStation so far.

Official U.S. PlayStation Magazine

box score

Pros

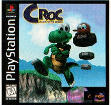
- **Full 3-D polygonal game**
- **Realistic new player animations; jukes, forearm shivers, stiff arms, etc.**
- **Intelligent AI**
- **Over 500 plays**

Cons

- **There are a lot of animations, but needs more tackling action**

Official Rating

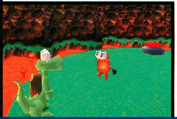
● ● ● ● ●



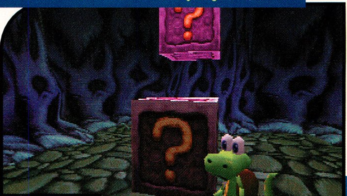
playSTATS

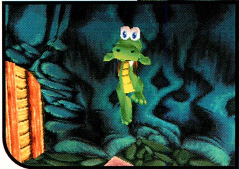
1 Player | Memory Card 1block | Analog Controller Compatible | Fox Int.

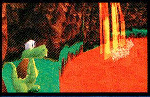
CROC



> "Don't be fooled...this is no kiddy game."







As a stroll through the crowded aisles of E^3 revealed, the hot PlayStation genre of the moment has got to be the 3-D platformer. A three-dimensional menagerie of geckos, devils and other creatures will be vying for attention this fall, each hoping to carve out a niche for itself. Among them will be Fox Interactive's great green hope, Croc.

Developed by Argonaut Entertainment, the London-based developer of Star Fox as well as Nintendo's FX chip, Croc is a visual feast. By keeping the usual PlayStation software trickery (transparencies, colored lights, etc.) to a bare minimum, Argonaut has given Croc a simple, yet visually appealing look that perfectly suits the cartoonish tone of the game.

Don't be fooled, however, by Croc's cartoonish look; this is no kiddy game. Croc's dexterity tests and puzzles will challenge even the most experienced gamers. Relearning many of the skills you took for granted in 2-D platform games, such as leaping onto moving platforms or stomping on enemies, will take some time as well.

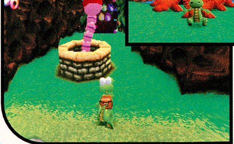
Croc also scores high marks for its diverse play mechanics and expansive gaming environment. Players must run, jump, climb, swim and tail-whip their way across four unique islands, spanning a total of 50 levels. What's more, by unlocking all of Croc's secrets, an entire secret island can be accessed.

Croc is not without its shortcomings, however. The game's camera (the Achilles' heal of almost every title in the genre) occasionally works itself into awkward positions, making it difficult to judge distance. Frequent disc access also causes distracting breaks in the action. I don't mind loading between levels, but I do get a bit irritated when the PlayStation must read the disc every time you go through a door, break into a secret area or jump into a pool of water.

While it's hard to say which 3-D platform game will reign supreme, Croc is a technical marvel and an excellent game in its own right.

–Gary Mollohan

IN ORDER TO RESCUE EACH LEVEL'S SIXTH AND FINAL GOBBO, CROC MUST UNLOCK THE CRYSTAL DOOR, SEEN BEHIND THE PINK SNAKE IN THE SCREEN SHOT BELOW.



Official U.S. PlayStation Magazine box score

Pros

- Gorgeous 3-D graphics
- 50+ levels of challenging gameplay
- Secrets galore
- Did I mention the graphics?

Cons

- Occasionally awkward camera
- Distractingly frequent disc access
- A little saccharin for adults

Official Rating

● ● ● ● ○

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PlayStation

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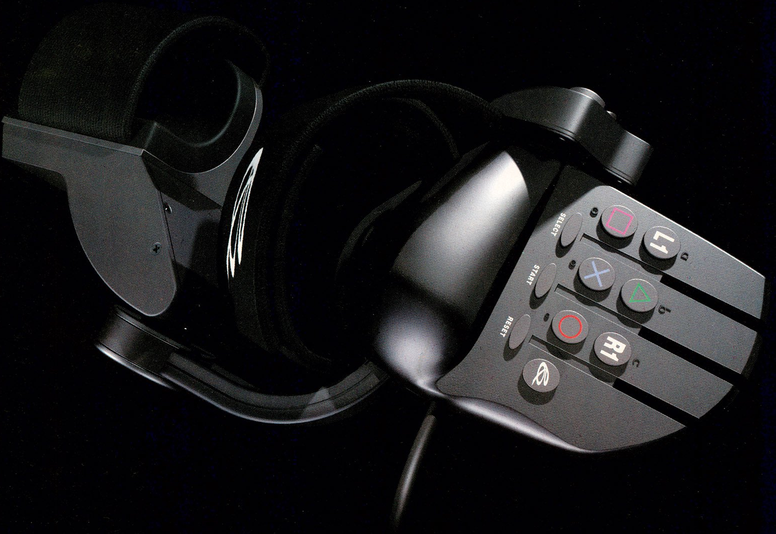

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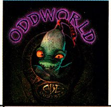
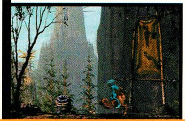


playSTATS

1 or 2 Players | Memory Card 1 block | GT Int.

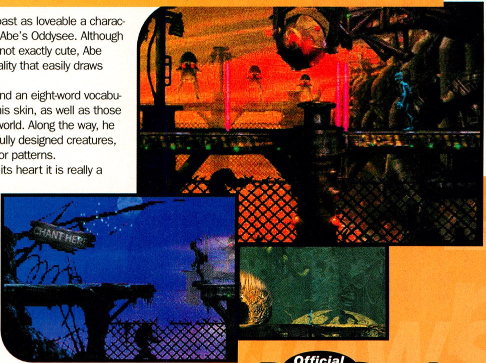
ABE'S ODDYSEE



"One truly entertaining title."

There are few games which can boast as loveable a character as Abe, the star of Oddworld: Abe's Oddysee. Although somewhat less than brilliant and not exactly cute, Abe nevertheless has an endearing quality that easily draws players into this excellent game.

Armed with a mysterious psychic force and an eight-word vocabulary, Abe heads out on a mission to save his skin, as well as those of his fellow Mudukons on the planet Oddworld. Along the way, he encounters a number of different, wonderfully designed creatures, each with distinct personalities and behavior patterns.



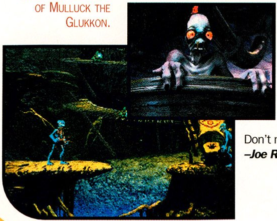
Abe may look like a platform title, but at its heart it is really a puzzle game, one vaguely similar to Interplay's Lost Vikings. Using his limited powers (both mental and physical), a few simple tools and a lot of patience, Abe must solve a number of quests throughout the game. To do this, he needs to destroy or otherwise distract various enemies, using a number of clever tactics and a fair amount of fancy footwork.

Although Abe's Oddysee is large enough to be challenging, it comes in easily digestible servings, giving a feeling of satisfaction upon overcoming a particular obstacle without making the entire game seem too simple. Abe's ability to interact with other characters through "Gamespeak" ("Hello." *"Hello."* "Follow me." *"OK."*) is as ingenious as it is amusing. Add to this the superlative cinematic presentation, beautiful (albeit somewhat dark) illustration and animation, and engrossing character presentation, and you have one truly entertaining title.

Because this game truly lives up to its "Odd" billing, it would probably be best enjoyed by gamers who appreciate a quirky (read: slightly sick) sense of humor. Still, I expect that Abe will become a quick favorite of an unusually diverse audience. Don't miss this.

–Joe Rybicki

ABE WILL NEED TO COMMUNICATE WITH IS FELLOW MUDUKONS IF HE IS TO SAVE THEM FROM THE CLUTCHES OF MULLUCK THE GLUKKON.



Official U.S. PlayStation Magazine box score

Pros

- Top-notch Illustration
- Challenging puzzles
- Lots of quirky humor
- Loveable characters

Cons

- Overly dark setting
- Somewhat repetitive environments
- May be too challenging for some

Official Rating

● ● ● ● ○

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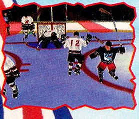

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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

NINTENDO 64

PlayStation™

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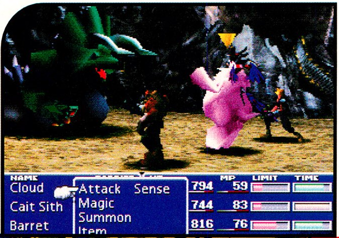
FINAL FANTASY VII

It's finally here

So it's finally here. The most hyped-up, talked-about and eagerly-anticipated role-playing game in console history has finally arrived. I'm talking about Final Fantasy VII, of course, the game that was billed as "the greatest RPG of all time" before it was even released. And the big question: Does it live up to the hype?

Well, Final Fantasy VII is absolutely epic in scope. With a sweeping story line that spans three discs, the game makes the 40-hour completion time suggested by Square seem like an underestimation. A large map, with a wide selection of towns and cities, offers plenty of areas to explore for the intrepid adventurer. Cinematic sequences (including, but not limited to, fully rendered full-motion animation cinemas) advance the complex—and sometimes surprising—story. And several mini-games (like arcade fighting, motorcycle racing and snowboarding) offer lighthearted respite from the serious story line. But does it live up to the hype?

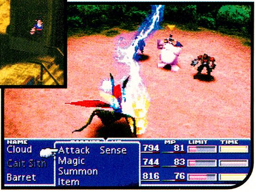
Well, as reported, the graphics are nothing short of stunning. The prerendered backgrounds provide some of the richest environments ever seen in a console title. The cinematic sequences segué almost seamlessly into actual gameplay, ridding the game of the unpleasant graphic dichotomy found in most cinema-laden CD-based games. And clever graphical tricks, like decreasing the size of the characters as they move from foreground to background, add to the game's visual depth. And the powerful summoning spells acquired as the game progresses are absolutely awe-inspiring, combining polygonal graphics with what appear to be beautifully hand-drawn special effects. But does it live up to the hype?



Well, the combat interface is cleverly done, with a "realtime" engine that is nevertheless turn-based. By turn-based, I mean that characters must wait for a Time meter to fill before choosing their attack, and attacks always occur in the order they are chosen, with no two characters (either friend or foe) attacking at the same time. This adds a level of urgency and excitement not found in most other RPGs.

But does it live up to the hype? Well, that really depends. I have to say that, now that I've been able to put some

"Some of th
ever seen in



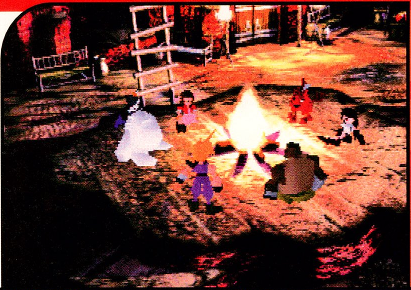
Spectacular magic spells are exceeded only by the incredible power of the Summonings, giant elemental beasts which inflict unparalleled damage on your opponents.

playSTATS

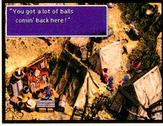
PlayStation
FINAL FANTASY VII
SQUARESOFT
RP

1 Player | Memory Card 1-6 blocks | Sony

“You’ll have to check some of your freedom at the door.”



YOUR GROUP WILL MEET AND SEPARATE NUMEROUS TIMES THROUGHOUT YOUR ADVENTURE, GIVING YOU PLENTY OF CHANCES TO REORGANIZE YOUR PARTY AND DEVELOP ALL THE CHARACTERS.



"You got a lot of balls comin' back here!"

serious time into the game, I’m a bit disappointed. The most frustrating thing about the game is the surprisingly linear story line. Until gaining access to the game’s vehicles (at least 15 hours into the game), players are basically forced to follow a strictly set path. Oh, you’ll have the appearance of choices, in conversation and in travel, but explore the alternatives and you’ll discover that there is really only one feasible path to take. This is doubtless the case because of the focus on the fully developed story, but it may bother gamers used to more wide-open gameplay. The inclusion of some truly challenging puzzles would have helped a bit, but these are scarce. To make things worse, at some points the translation from the Japanese appears a bit muddy, causing unnecessary confusion and clouding the fine story.

richest environments a console title...”

Don’t get me wrong, this is a great game—and I don’t mean great like “Hey, great!” but great like Alexander the Great. I guess I was just expecting it to be a lot closer to perfect than it is. It’s still a must-buy for any PlayStation owner; just keep in mind that you’ll have to check a good deal of your freedom at the door.

–Joe Rybicki

Official U.S. PlayStation Magazine

box score

Pros

- **Well-developed, epic story**
- **Amazing graphics**
- **Innovative combat engine**
- **It’s huge**

Cons

- **Linear gameplay at times**
- **Some poor translation**
- **Frequent surprise encounters**
- **It ends**

Official Rating

● ● ● ● ●

PlayStation

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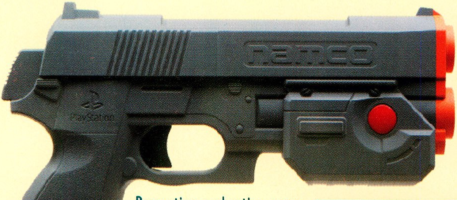
TIME CRISIS™



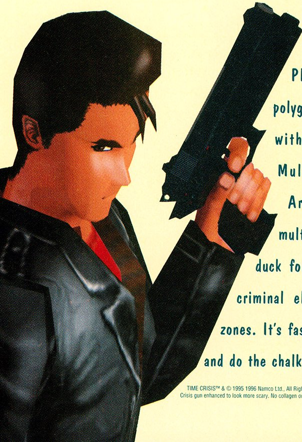
THE MOST ACCURATE GUN ON THE PLAYSTATION CONSOLE!!!!!!!!

CURRENT RANKING
6000
TIME ATTACK

Presenting a shooting game so intense it comes with it's own weapon. Time Crisis includes the formidable firearm pictured here, the original award-winning arcade shooting game, plus a whole new shoot-fest specifically created for the PlayStation™ console. Full 3D polygon environments surround you with full 3D polygon enemies. Multiple modes include Story, Arcade and Time Attack, plus multiple endings. Blast away and duck for cover as you exterminate the criminal element in a variety of hidden zones. It's fast. It's frenzied. It's shoot first and do the chalk outline later.

CURRENT RANKING
6000
TIME ATTACK

CURRENT RANKING
3633
TIME ATTACK



GUNCON FOR USE WITH SOFTWARE THAT DISPLAYS THE GUNCON ICON.

TEEN AGES 13+ CONTENT RATED BY ESRB

namco®

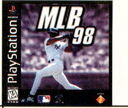
PlayStation

www.namco.com

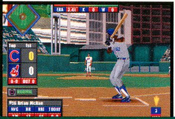
TIME CRISIS™ & © 1995 1996 Namco Ltd., All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Photo of Time Crisis gun enhanced to look more scary. No collagen or saline implants were used.

playSTATS

1 or 2 Players | Memory Card 1 block | Sony



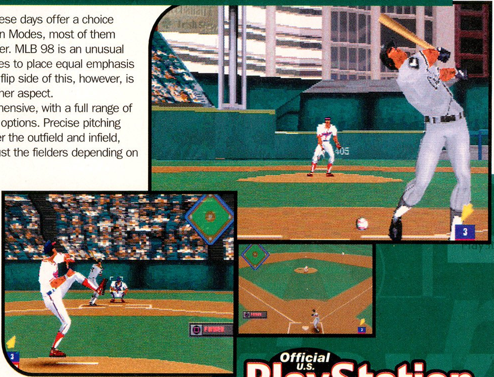
MLB 98



“An all-around solid baseball title.”

Although many sports games these days offer a choice between Arcade and Simulation Modes, most of them lean in one direction or the other. MLB 98 is an unusual example of one title that manages to place equal emphasis on both sides. This is a good thing. The flip side of this, however, is that the game does not truly excel in either aspect.

The Simulation Mode is quite comprehensive, with a full range of statistics, team management and other options. Precise pitching controls are enhanced by full control over the outfield and infield, giving players the ability to precisely adjust the fielders depending on the tendencies of the batter.

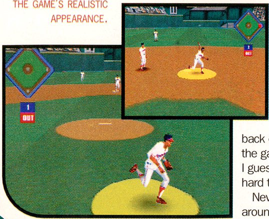


Unfortunately, the batting controls are less precise, which hurts the simulation aspect of the game. Even when using the batting cursor found in the Veteran and All-Star Modes, it feels like you don't have as much control as you should. Batting in the Arcade Mode, to make things worse, seems almost completely random. Having never played Major League Baseball myself, I'm not certain whether real batters have more control than this. But as a game player, I'd like to rely more on skill and less on luck. Where this game does excel is in its Major League accuracy. The parks are faithfully reproduced, down to the green tinge of the Diamondvision screens, and the players, although represented by a single universal polygonal model, are realistic in terms of their statistics and performance. Artificial intelligence is adequate, if not mind-blowing, but the game does suffer from the same strange kind of bugs found in many other baseball titles. For example, a batter once popped a ball foul off of my pitcher which was caught by the catcher, ringing up an out. When the catcher stepped back onto home plate, however, the game registered another out! I guess baseball titles must be hard to bug-test.

Nevertheless, this is an all-around solid baseball title.

–Joe Rybicki

ALTHOUGH THE PLAYERS ARE DECKED OUT IN REALISTIC UNIFORMS, THEY OFTEN MOVE WITH A PAINFUL-LOOKING STIFFNESS THAT HURST THE GAME'S REALISTIC APPEARANCE.



Official U.S. PlayStation Magazine box score

Pros

- Realistic teams and stadiums
- Comprehensive Simulation Mode
- Refreshingly simple Arcade Mode
- Decent artificial intelligence

Cons

- Imprecise batting control
- Stiff, jerky animations
- No real Practice Mode

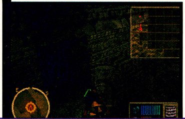
Official Rating

● ● ● ○ ○

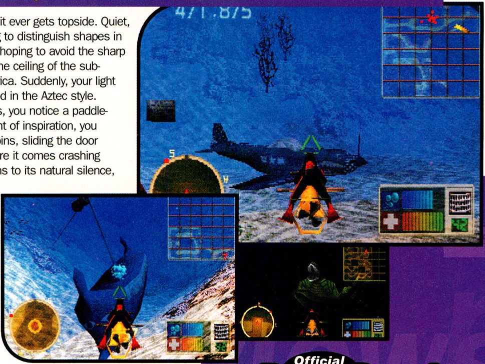
playSTATS

1 Player | Memory Card 1block | Analog Controller Compatible | Namco

TREASURES OF THE DEEP



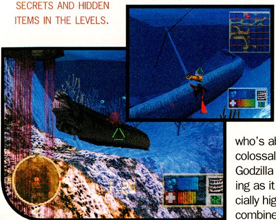
"Something like a wet Tomb Raider..."



It's dark. Really dark. Darker than it ever gets topside. Quiet, too. You strain your senses trying to distinguish shapes in the feeble glow of your dive light, hoping to avoid the sharp rock formations that project from the ceiling of the submerged cave off the coast of Central America. Suddenly, your light hits upon a flat stone wall, intricately carved in the Aztec style. A door, no doubt. As you explore the edges, you notice a paddle-wheel contraption off the side. In a moment of inspiration, you shoot the paddle with your spear gun. It spins, sliding the door silently upward. You streak inside just before it comes crashing back down. As the underwater world returns to its natural silence, you notice a pair of *very* large eyes hovering before you, and realize that this is going to be a very bad day.

Treasures of the Deep manages to capture the feeling of diving underwater like no other game has. Using cleverly designed levels, a cinematic musical score and a wide range of underwater hazards, the game brings the adventure—and the danger—of scuba diving safely to your living room. Widely varied environments populated with all manner of marine life, both ferocious and benign, prevent the game from becoming another Aquanaut's Holiday. Make no mistake, this is an *adventure* game, something like a wet Tomb Raider. As such, it does sacrifice some realism for the sake of excitement. For example, all kinds of treasure, from gold bars to Aztec calendar plates, are scattered liberally throughout the levels, floating improbably in mid-water. The frequent health and air power-ups are equally improbable, but this *is* a game, after all.

TREASURES GIVES YOU VIRTUALLY UNLIMITED TIME TO EXPLORE THE GAME'S RICH ENVIRONMENTS. YOU'LL ALSO FIND PLENTY OF SECRETS AND HIDDEN ITEMS IN THE LEVELS.



These concessions to gameplay are balanced by incredibly realistic underwater fauna, from sharks and dolphins to giant eels and octopuses—as well as more fanciful beasts, like that new dive buddy of yours who's about to ruin your day: a colossal reptilian cross between Godzilla and Gamera. As challenging as it is exciting, with an especially high replay value, Treasures combines action and adventure to make one very fine game.

–Joe Rybicki

Official U.S. PlayStation Magazine box score

Pros

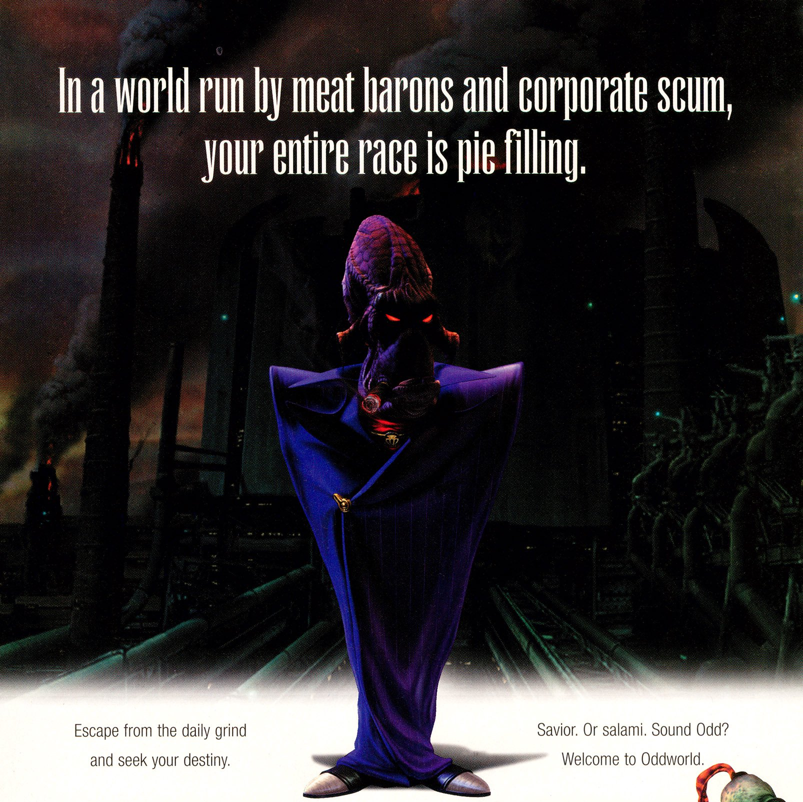
- Realistic, varied environments
- Well-designed levels
- Interesting enemies
- Good replay value

Cons

- Arcade elements hurt realism
- Enemies may be too challenging

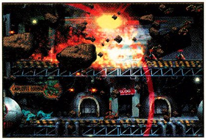
Official Rating

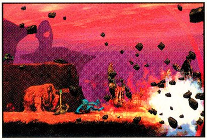
● ● ● ● ○


In a world run by meat barons and corporate scum,
your entire race is pie filling.

Escape from the daily grind
and seek your destiny.

Savior. Or salami. Sound Odd?
Welcome to Oddworld.


ow!


owww!

OWWWWWW!!!

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment

PlayStation™

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Strategy Guide
available from
GW Press

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GT Interactive
Software
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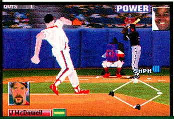
PlayStation
BOTTOM OF THE 9TH '97
KONAMI

playSTATS

1 or 2 Players | Memory Card 1~6 blocks | Konami

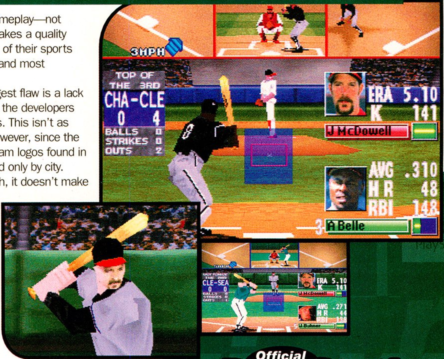
BOTTOM OF THE 9TH '97



"Solid, clean and most importantly, fun."

Konami has once again shown that it's gameplay—not big names or slick presentation—that makes a quality game. Exhibiting the trademark simplicity of their sports line, Bottom of the 9th '97 is solid, clean and most importantly, fun.

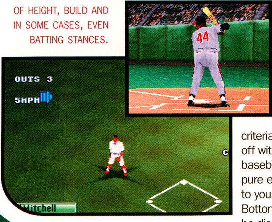
Now, this is by no means a perfect game. The biggest flaw is a lack of a Major League Baseball license, which prevented the developers from including actual team names, logos or stadiums. This isn't as glaring a fault as in the original Bottom of the 9th, however, since the designers abandoned the fake names and bizarre team logos found in the original version in favor of generic teams identified only by city. Considering that the team colors are accurate enough, it doesn't make that much of a difference. Besides, since the game does have a Major League Baseball Player's Association license, all the real players and latest rosters are included.



Other minor problems include an overlong and somewhat jerky camera pan before every new batter, horribly texture-mapped player faces which are nothing short of frightening, and confused stadium crowds (it doesn't seem to matter which is the home team; they cheer for either one, seemingly at random).

Fortunately, this game's strengths far outweigh its weaknesses. The most innovative feature is a Scenario Mode which puts players in an especially challenging game situation, like playing at the start of the 12th inning in a game tied at zero. You'll have to contend with extremely fatigued players, who are much more likely to flub a throw or miss a catch. Any score is likely to end the game, and with the teams in the condition they are, scoring is extremely likely. Nineteen other scenarios prove as challenging.

THE LATEST MLB ROSTERS ARE IN THE GAME, WITH EACH PLAYER REPRESENTED ACCURATELY IN TERMS OF HEIGHT, BUILD AND IN SOME CASES, EVEN BATTING STANCES.



The inclusion of an excellent Training Mode, a top-notch play commentator and realistic batting stances and animations round out an all-around enjoyable game.

If flash is your only criteria, you'd probably be better off with one of the bigger-name baseball titles this year. But if pure enjoyment is as important to you as it is to me, check out Bottom of the 9th '97. You won't be disappointed.

–Joe Rybicki

Official U.S. PlayStation Magazine box score

Pros

- Simple, easy to pick up
- Innovative Scenario Mode
- Comprehensive Training Mode
- Realistic animations

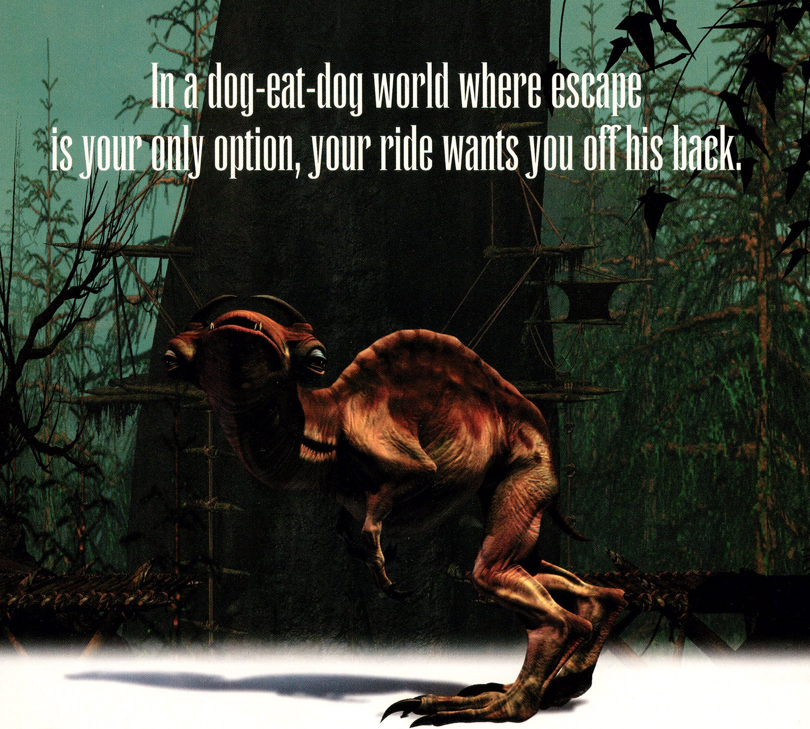
Cons

- No MLB license
- Less-than-perfect graphics
- Confused stadium crowds

Official Rating

● ● ● ◐ ○

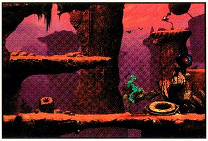
In a dog-eat-dog world where escape is your only option, your ride wants you off his back.



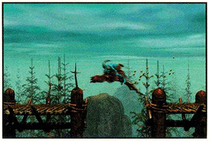
Enemies that sleep. A hero that chants, and an untrusty steed that's a pain in the butt.

Sound Odd? Welcome to Oddworld.

need a ride?



giddy-up.



hold on to your loincloth!

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment

PlayStation™

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Strategy Guide
available from
GW
Press

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playSTATS

1–4 Players

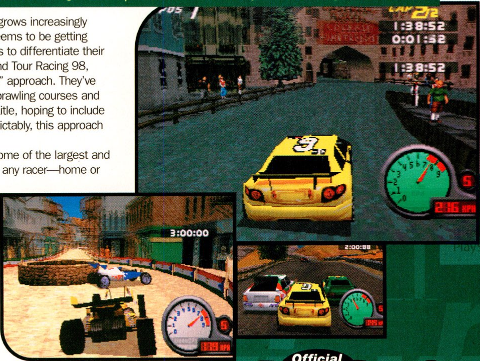
Memory Card 1block

Link Cable 2 Consoles

Activision

GRAND TOUR RACING 98

"...something to please every racing fan."



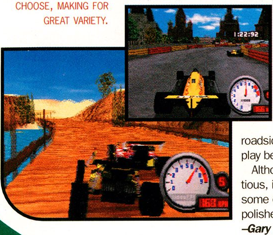
As the PlayStation racing category grows increasingly crowded with excellent titles, it seems to be getting increasingly difficult for companies to differentiate their latest titles from the pack. For Grand Tour Racing 98, Activision has taken a sort of "kitchen-sink" approach. They've crammed five different vehicle types, six sprawling courses and every conceivable play mode into a single title, hoping to include something to please every racing fan. Predictably, this approach has met with mixed results.

Let's start with the positives. GTR has some of the largest and most detailed racing environments seen in any racer—home or arcade. Some tracks will take you up to four minutes to complete a single lap, instead of the usual one or two, and there is no noticeable pop-up. This is even more impressive when you consider virtually every roadside object, which includes everything from mundane trees and rocks to elaborate sail boats and fighter planes, is composed of polygons. Even more amazing, Eutechnics (the U.K.-based developer of Grand Tour Racing 98) redrew every texture map for each of the game's weather conditions.

GTR also has an outstanding selection of vehicles—including rally, Indy and sports cars in addition to dune buggies and Dakar-type racers—from which to choose. The type of vehicle for each environment is predetermined (meaning you aren't free to choose), but GTR offers gamers an uncommon amount of variety, nonetheless.

GRAND TOUR RACING 98 HAS FIVE DIFFERENT VEHICLE TYPES: INDY, RALLY, SPORTS, DUNE BUGGY AND DAKAR-FROM WHICH TO CHOOSE, MAKING FOR GREAT VARIETY.

All of this must add up to a top-notch racer, right? Not quite. Questionable car physics (I occasionally found myself driving straight up cliffs), quirky control and a sluggish frame rate greatly detract from the fun. Perhaps if Eutechnics had included fewer car models and had spent less time adding complex roadside scenery, GTR would play better.



Although GTR is certainly ambitious, it can't quite keep up with some of the PlayStation's more polished racing games.

–Gary Mollohan

Official U.S. PlayStation Magazine

box score

Pros

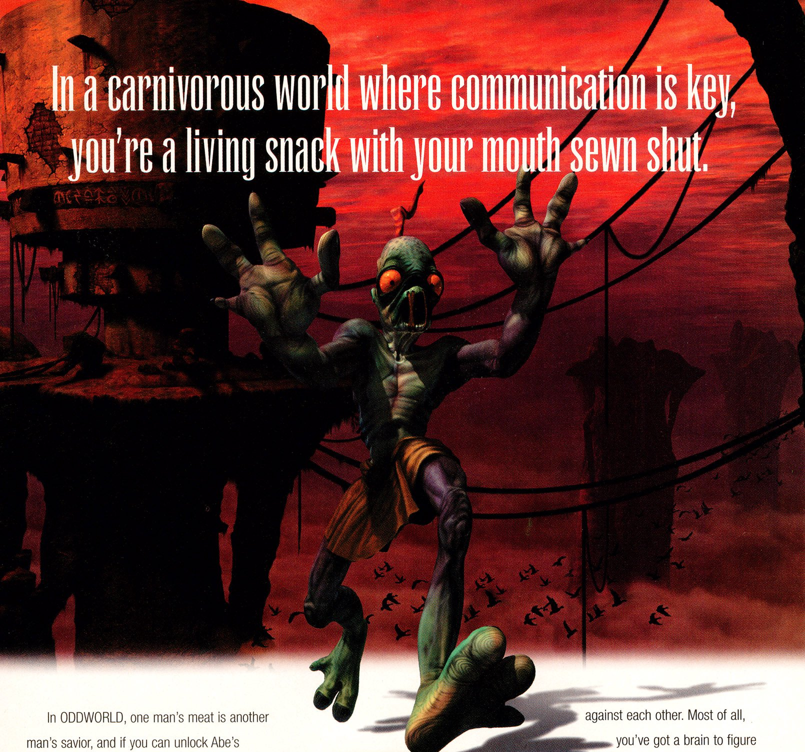
- HUGE courses
- Five types of racers
- Beautiful 3-D scenery
- Zero draw-in

Cons

- Questionable car physics
- Sluggish frame rate
- Bizarre sound effects

Official Rating

● ● ● ○ ○

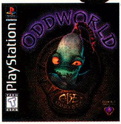

In a carnivorous world where communication is key, you're a living snack with your mouth sewn shut.

In ODDWORLD, one man's meat is another man's savior, and if you can unlock Abe's uncanny powers you're well on your way to saving your bacon.

For instance, you can talk. No, really talk. Communicate. Whistle. Fart. The whole nine yards. And you can possess crabby killers and set them against each other. Most of all, you've got a brain to figure out what drives your freakish foes.

ODDWORLD is stuffed with a smorgasbord of bad behavior, baking you in a surreal, sensory overload of pure gaming.

So trust in Odd, or get on the grill.


PlayStation
ODDWORLD

ODDWORLD: ABE'S ODDYSEE

GAMING GETS ODD SEPT 19

A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment

PlayStation™

TEEN
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AGES 13+
CONTENT RATED BY
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playSTATS

Analog Controller Compatible

1 Player

Memory Card 1block

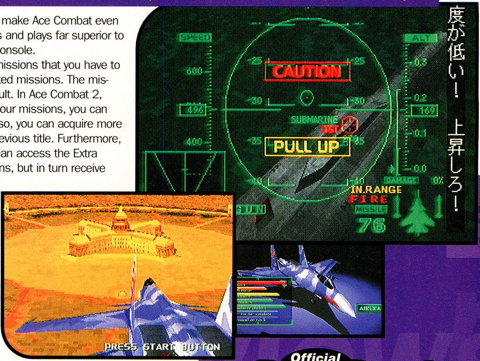
Namco

PlayStation
ACE COMBAT 2
namco

ACE COMBAT 2

CARRIER
IN.RANGE

"AC2 blasts the competition out of the sky."



Namco has come up with a way to make Ace Combat even better. This new installment looks and plays far superior to any other flight game on the PS console.

Like its predecessor, you enter missions that you have to complete in order to advance to other related missions. The missions are more descriptive and more difficult. In Ace Combat 2, depending on how successful you are on your missions, you can receive medals and ranks (promotions). Also, you can acquire more advanced fighter planes not seen in the previous title. Furthermore, if you manage to complete the game you can access the Extra Mode where you have to replay the missions, but in turn receive other extra planes that you cannot buy in the Normal Mode. There are supposedly two endings: a bad and a good, depending on how you see it.

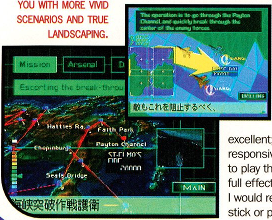
Ace Combat 2 has improved its AI on enemy planes. The enemy aircraft carry out more realistic evasive maneuvers, resulting in excellent dogfights. Overall, the difficulty of the game has been moved up a notch, which means there will be a lot of enemy resistance. Not only do you have the enemy aircraft to worry about, but there are more ground units, like tanks, missile launchers and guns that you also have to destroy.

Unlike its predecessor, there is another option you can take to ease up the flak from below or the firepower from other enemy planes: you can hire a wingman that you can specifically assign to what you want him/her to accomplish. For example, you can assign your wingman to stay at your side or fly ahead of you, taking out any enemy fighters or ground troops that pose a threat to your mission. It doesn't hurt to have some help covering your butt, so I highly recommend having a wingman especially when entering missions deep in enemy territory.

The controls are excellent; tighter and more responsive than before. If you plan to play this and want to have the full effect of the flight mechanics, I would recommend the analog stick or pad from Sony.

–Dindo Perez

LIKE ITS PREDECESSOR, YOU'LL HAVE AN IN-DEPTH BATTLE PLAN FOR ALL YOUR MISSIONS, BUT THESE WILL BE SHOWN TO YOU WITH MORE VIVID SCENARIOS AND TRUE LANDSCAPING.



The operation is to go through the Payton Channel and quickly break through the center of the enemy forces.

敵もこれを阻止するべく、

Escorting the break-throu

海峡突破作戦護衛

Official U.S. PlayStation Magazine

box score

Pros

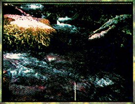
- Excellent controls especially while using the analog stick or pad
- Awesome graphics
- Outstanding missions
- Great choices of aircraft; too many

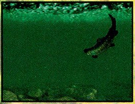
Cons

- Where is Ace Combat 3?

Official Rating

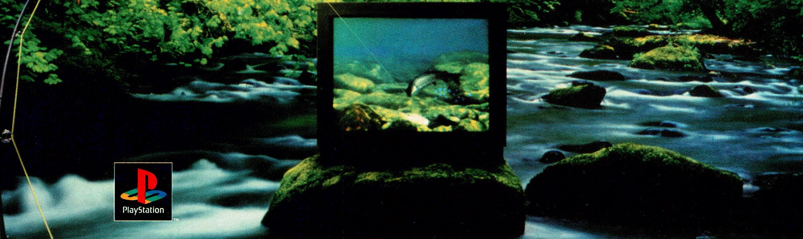
● ● ● ● ●





REEL FISHING™

BEGINS AUGUST 1997



PlayStation

WELCOME TO THE MOST INCREDIBLE AND REALISTIC FISHING EXPERIENCE EVER!

Reel Fishing features amazing full-motion video sequences and a variety of environmental sounds that put you on the banks of fish-filled rivers, streams, and lakes. You'll feel the excitement of fighting the fish, the pride of landing them, and the anguish of "the one that got away." And no other game offers you the option of keeping your catches in fully-equipped aquariums where you can name them, feed them, and even watch them grow!

"REEL FISHING IS SIMPLY STUNNING."

-EGM GUIDE TO SPORTS VIDEO GAMES

SVG DISTRIBUTION

Serious Fun™

NATSUME®

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

PlayStation
REEL FISHING
Serious Fun
NATSUME

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playSTATS

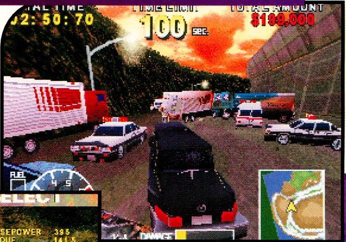
1 Player | Memory Card 1block | Ascii

PlayStation
FELONY 11-79

FELONY 11-79

TOTAL TIME
TIME LIMIT
268
TOTAL AMOUNT
$51,000

"Bad boys bad boys...whatcha gonna do?"


TOTAL TIME
02:50:70
TIME LIMIT
100 sec.
TOTAL AMOUNT
$189,000
FUEL
DAMAGE

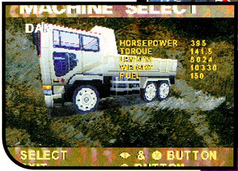

MACHINE SELECT
DA
HORSEPOWER 395
TORQUE 141.5
LENGTH 8024
WEIGHT 10330
FUEL 150
SELECT ◀▶ & ● BUTTON

TABLE
CHAIR

Felony 11-79 is another game that could fit in the odd-but-unique gameplay category that may reach the big charts. Reluctantly, this game is far too easy to complete.

In short, Felony starts off where you've been hired as a hitman. Your job is to collect precious items that conform to a key, supposedly unlocking a coffin filled with riches. In order to complete your artifact hunting, you've been fit with a vehicle of your choice to race against time, smuggling the antiques out of the cities. In many cases you have to crash through residential areas avoiding obstacles, which you can receive points for destroying. For some odd reason, the lightning reflexes of the pedestrian restricts you from running them over. When you complete a mission you attain other various vehicles such as a limo or the (a la *Speed*) commuter bus. The action is purely fast-paced, and when you drive a dumptruck crashing through a crowd-filled shopping center you can hear your testosterone yelling, "Mow them down!"

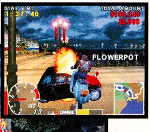
The problem with this game is that there are only three stages and they are easy. In the Downtown stage, you begin by stealing an artifact. You then have to race through downtown and eventually escape the police out of the city. The second and third missions are self-explanatory: Steal the artifacts and race against the clock avoiding the local authorities and again racing out of town. These last two stages are more difficult than the first, but they are still easy to complete.

After finishing Felony 11-79, the only bet in having to play it again is to go through the same missions driving other vehicles. If you're generally interested in the racing you can enter the Time Attack Mode and see if you're good enough to beat the record times of each stage. Enter the Setting Mode and customize your car's settings: handling, suspension and so forth. You can then test your modified vehicle on the whole different enclosed track.

What this games needs is more tracks and difficulty to make it a must-buy.

–Dindo Perez

PICK FROM A PLETHORA OF VEHICLES RANGING FROM A MOPED TO A DUMPTRUCK. EACH HAS ITS OWN STRENGTHS AND ATTRIBUTES AND AS YOU CAN SEE HERE, THE MOPED USUALLY GETS THE WORST END.


TOTAL TIME
1:37:40
TOTAL AMOUNT
$106,240
$9,999
FLOWERPOT
DAMAGE

TOTAL TIME
02:14:96
FUEL
AT 4
91
DAMAGE

Official U.S. PlayStation Magazine box score

Pros

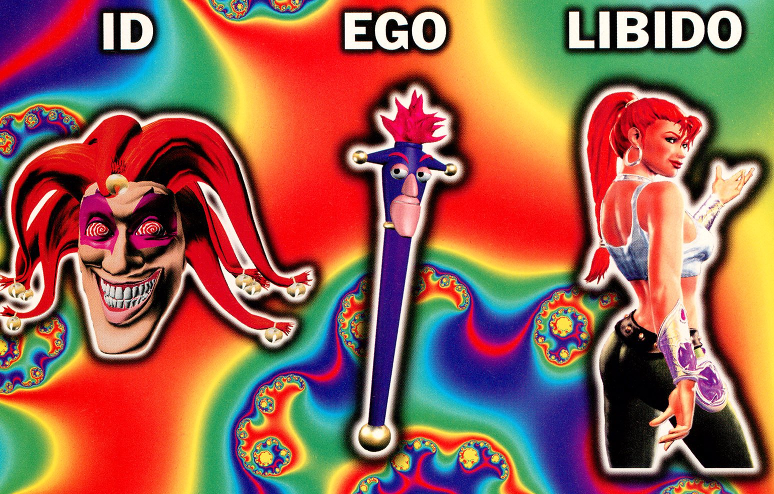
- Able to drive a commuter bus through a shopping center
- Great racing perspective: great speed
- Cool backgrounds of tracks

Cons

- Too easy and there are only three missions to complete
- Can't drive over the pedestrians

Official Rating

●●●○○



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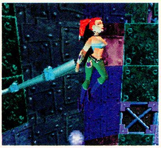
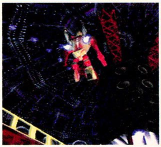
Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump–then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.

PlayStation
Pandemonium 2

Fargus is a raving maniac prone to light fires now and ask questions later.



Nikki–equipped with powers that only big bad girls have.



Pilot a giant mech through warped 3D tunnels.

Hidden bonus levels take you to funky new places.

PlayStation

KIDS TO ADULTS
KA
CONTENT RATED BY ESRB

Call 1.800.771.3772 for Game Rating Information

Pandemonium 2™

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playSTATS

Analog Controller Compatible

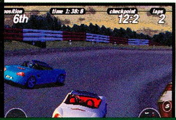
1 or 2 Players

Memory Card 1block

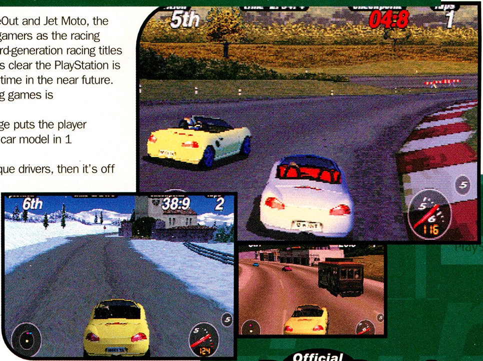
Sony

PlayStation
PORSCHE
Porsche Challenge

PORSCHE CHALLENGE



"...test your skills at Stuttgart..."



With hits such as Rage Racer, WipeOut and Jet Moto, the PlayStation is regarded by most gamers as the racing platform of choice. As the first third-generation racing titles for the system begin to emerge, it's clear the PlayStation is in no danger of losing its racing crown any time in the near future. A fine example of this "next wave" of racing games is Porsche Challenge.

Developed by Sony UK, Porsche Challenge puts the player behind the wheel of Porsche's first all-new car model in 18 years, the Boxster.

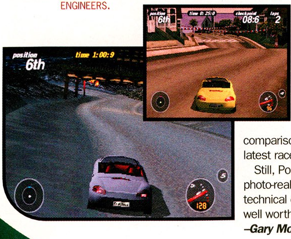
Players begin by choosing one of six unique drivers, then it's off to the track. Porsche Challenge spans four diverse racing environments with over 20 different track combinations. You can even test your skills at Stuttgart, Porsche's official test track, where actual Boxsters were put through their paces during the car's infancy.

What sets Porsche Challenge apart from the pack is its uncannily realistic cars. Each car is beautifully Gouraud-shaded and light-sourced, giving them a photo-realistic look. Also, each of Porsche Challenge's colorful drivers were motion-captured, allowing them to lean and steer in a highly realistic manner.

The Porsche license, however, is something of a double-edged sword; the game benefits from Porsche's design input but also suffers from a lack of variety. Although you can choose from a variety of colors and drivers, the only cars available are Boxsters, which left me yearning for more. Why not include a few 911s or 944s?

PORSCHE CHALLENGE'S BEAUTIFUL GOURAUD-SHADED VEHICLES WERE BASED ON ACTUAL BLUEPRINTS PROVIDED BY PORSCHE ENGINEERS.

I also found Porsche Challenge's tracks to be disappointingly short. Interactive barriers, which open and close during later races, open new avenues and add a bit of variety, but the game's track lengths pale in comparison to some of the latest racers.



Still, Porsche Challenge's photo-realistic cars and highly technical driving make the game well worth a test drive.

–Gary Mollohan

Official U.S. PlayStation Magazine box score

Pros

- Photo-realistic cars
- Great analog control
- Motion-captured drivers
- Interactive barriers

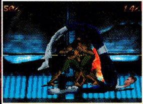
Cons

- Short tracks
- Lack of car variety
- Slight draw-in

Official Rating

● ● ● ◐ ○

IT'S CLOBBERIN' TIME!



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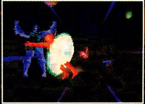

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PlayStation

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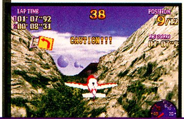
PlayStation
Bravo Air Race
THQ

playSTATS

1or 2 Players | Memory Card 1block | T*HQ

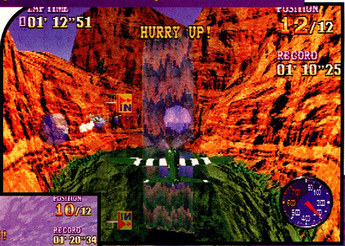
BRAVO AIR RACE

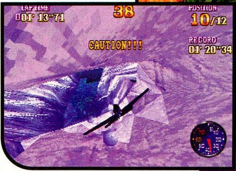

LAP TIME
01' 07"92
00' 08"31
38
POSITION
9/12
CAUTION!!!
RECORD

"BAR takes racing games to a higher level."

From Indy cars to watercraft, you've seen them all in racing games, but you haven't seen vintage aircraft until Bravo Air Race. In fact, you haven't seen anything like this before unless you're into barnstorming.

In this racing title you can choose from a variety of aircraft such as Mustang, Corsair and other historical aircraft. You can play one player and race against the computer or compete in a Two-player Mode. In the Two-player Mode the frame rate drops down a bit, but so little that it won't slow the race. The tracks are intensively well designed, but there are some flaws. There are a number of pop-ups in the game. It gets a bit distracting in some areas like in the Snow Lands where part of the track (landscape) suddenly appears ahead of you, giving you a shorter time to respond. It's not that bad once you know the layout of the track, and eventually know when to turn. Other than that, the game flies.


01' 12"51
HURRY UP!
12/12
RECORD
01' 10"25
IN

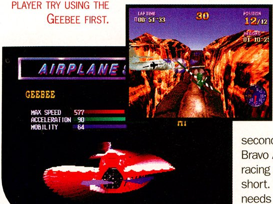

LAP TIME
01' 13"71
38
POSITION
10/12
CAUTION!!!
RECORD
01' 20"34

Though the action is fast and smooth, you still have to get used to the physics of each plane, compensating for each plane's attributes. I prefer using the Geebee because of it mobility and fairly good speed. Of course you can race with a Lightning, which will give you tremendous speed, but you'll lack mobility. As always in racing games you have breaks, which can help the faster planes maneuver through tight spots. What I don't get about these vintage planes in this game is why do they have an option for an automatic or manual. Hmmm...Furthermore, why are these planes able to pass up an F-117 or an F-16? If we're trying to have an assortment of opponents I could understand, but I'd rather stick to the classic feel.

While the game is graphically impressive, the action is far too easy. I could get by using...uh hum...automatic on my Geebee and end in first or second place most of the time. Bravo Air Race is a good flying racing game, but it comes up short. The levels are cool, but it needs some improvement in the difficulty department to give it more replay value.

–Dindo Perez

Unlike other racing games, you to get to race with vintage aircraft, each with its own attributes. If you're a beginner, player try using the Geebee first.


LAP TIME
00' 51"33
30
POSITION
12/12
RECORD
AIRPLANE S
GEEBEE
MAX SPEED 577
ACCELERATION 90
MOBILITY 64

Official U.S. PlayStation Magazine box score

Pros

- Fast and smooth racing perspective
- Good controls
- Able to fly historic aircraft
- Excellent tracks

Cons

- Needs more levels and definitely needs to be more difficult
- Too many pop-ups

Official Rating

● ● ● ○ ○

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99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
98 bullet-riddled bodies on the wall.
98 bullet-riddled bodies...

Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head

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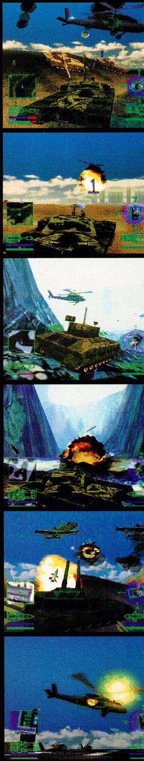
STEEL REIGN



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RATING PENDING

RP

CONTENT RATED BY ESRB

boulders and ripping through streams. The joyous feeling of riding and guiding your missiles straight into combat. You better fasten your military-issue seat belts, you're in for the adrenaline rush of your life.

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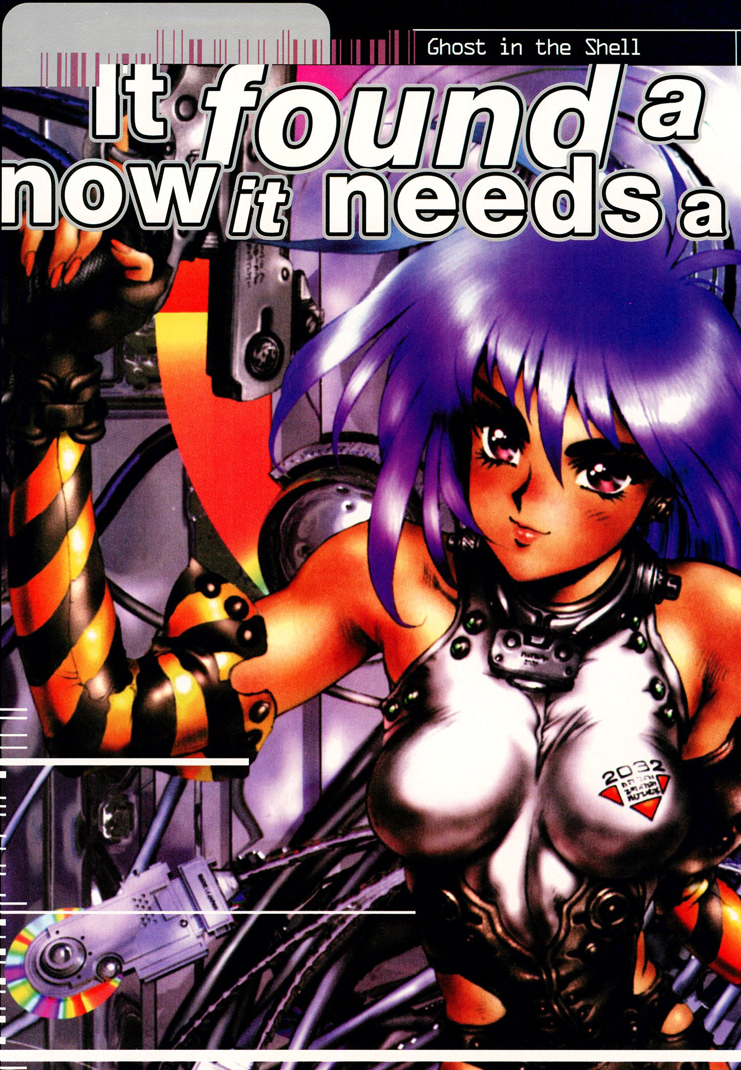
PlayStation



Ghost in the Shell
It found a
now it needs a
2032

written by Wataru Maruyama

The world of Ghost in the Shell

is set in the year 2029 when the world no longer has any borders. Physical boundaries became meaningless because of the Net, and the virtual environments therein are inhabited by cybernetically augmented humans. The law enforcement is able to download themselves into super-powered mecha vehicles which they employ in their war against crime. The main characters, Motoko Kusanagi and Bateau, are from the Security Police Section 9 and operate under the Internal Bureau of Investigations. This is the setting where the action takes place.

Program

Ghost in the Shell features exciting gameplay elements like the ability to crawl on walls and ceilings, turning the action on its head at times. The levels range from cityscapes to scenarios across water, but whatever the stage, the action always moves at a frenetic pace which mimics the energy of the movie and book. We went to the game's producers to get the inside details on how they went about bringing this work to the PlayStation. The game was originally developed in Japan so we start off with SCEI producer Tetsuji Yamamoto.

Tetsuji Yamamoto
Producer
SCEI Software
Development Division

OPM: How long has the game been in development?
TY: *About a year and a half.*

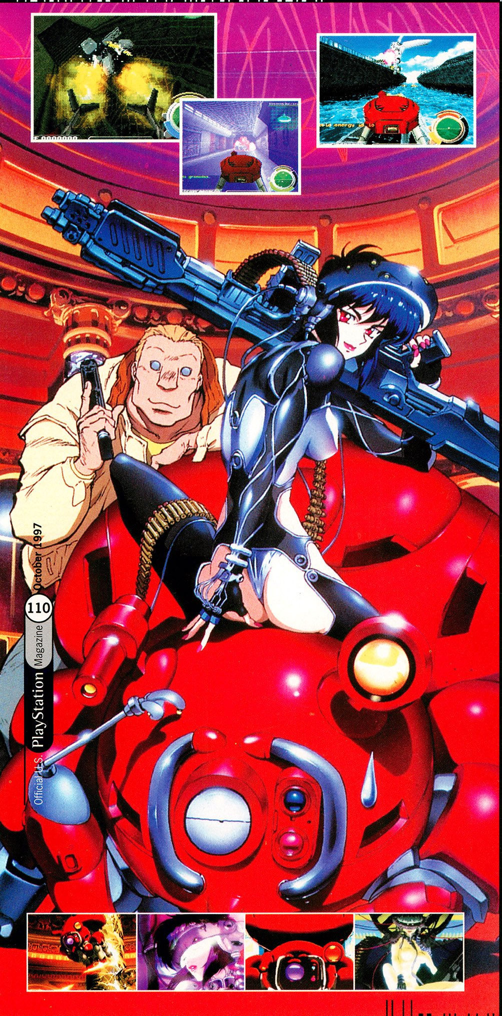
OPM: What games have you worked on before?
TY: *On the PlayStation, I.Q., Jumping Flash 1 & 2, Gambare Morikawa-kun and Popolocrois (Japanese RPG).*

OPM: What were some of the difficulties of translating the manga to video game form?
TY: *The hardest part was adapting the world to look like the book. The world of* Ghost in the Shell *is very well defined so we had to make sure we conveyed that in the game. Everything from the look of the buildings down to the special effects had to match to satisfy fans of the manga.*

OPM: Can you only play as the mech in the game?
TY: *Yes.*

OPM: Why was there no option to play as the female character without the mech?
TY: *To preserve the intent of the comic, we wanted to get away from a character-based game like a Batman, Superman or Spider-Man. It would feel a bit too much like a kids' game if we did it that way.* Ghost in the Shell *is aimed toward a more mature audience and we wanted to have the game appeal in the same way.*

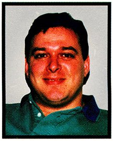
OPM: Are there any plans for a sequel?
TY: *Not at this time.*



OPM: Is there anything you'd like to say to the readers of this magazine?
TY: *I believe Ghost in the Shell has incredible graphics, sound and gameplay. Please enjoy the game.*

T*HQ will be handling the localization of the game from the Japanese version and in charge of overseeing things is Don Nauert.

Don Nauert
Producer
T*HQ



OPM: What are some of the localization aspects that need to be addressed for this game?
DN: *The only thing we need to do is change some of the button configurations and adjust some of the screen text. The only other thing we are doing is dubbing over the voice.*

OPM: Will there be anything added to the game that was not present in the Japanese version of the game?
DN: *There are no plans.*

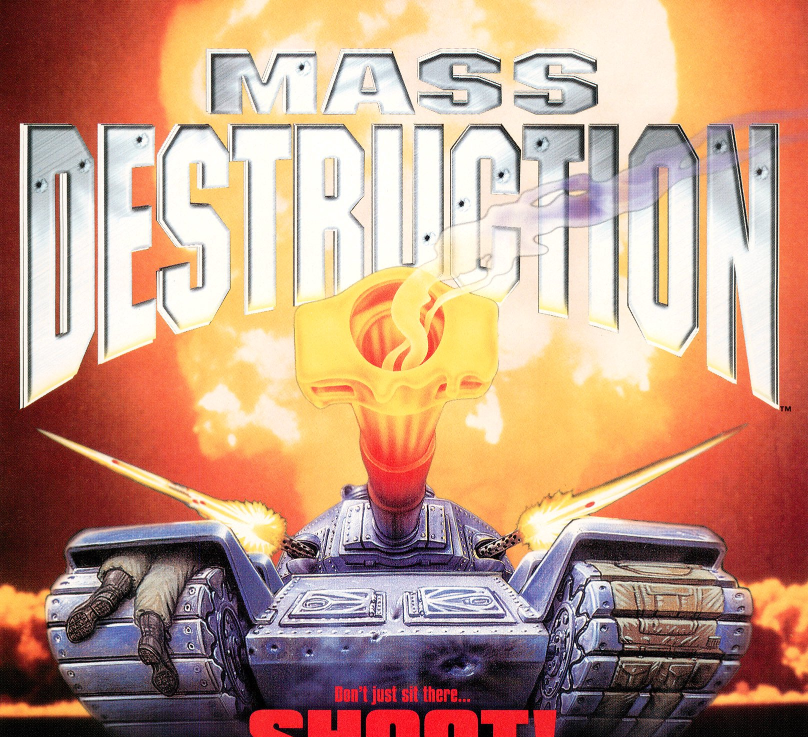
OPM: Will anything be removed, censored or adjusted (e.g. cinemas, difficulty, racy art)?
DN: *It's as is.*

OPM: What type of audience are you aiming for with this title?
DN: *We're definitely aiming for the older crowd.*

OPM: Which games have you worked on previously?
DN: *WCW vs. The World, TNN Bass Fishing and Madden for Game Boy and Game Gear.*

Michael Haller, senior vice president of T*HQ added that he is trying to get the game to be sold at direct-market outlets such as comic book and video stores where Ghost has the most recognition. There are currently plans to have some cross promotions with the domestic release of the movie soundtrack in addition to comic book pack-ins. The comic book would be *Ghost in the Shell #3* (which most closely follows the story of the game) from Dark Horse Comics and this special reprint edition will only be available with the game through a promotion with Electronics Boutique or Babbages. You should see some type of in-store promotion if everything happens the way it should, adds product manager Mike Murray.

MASS DESTRUCTION™



Don't just sit there...

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TEEN T AGES 13+ CONTENT RATED BY ESRB

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Art

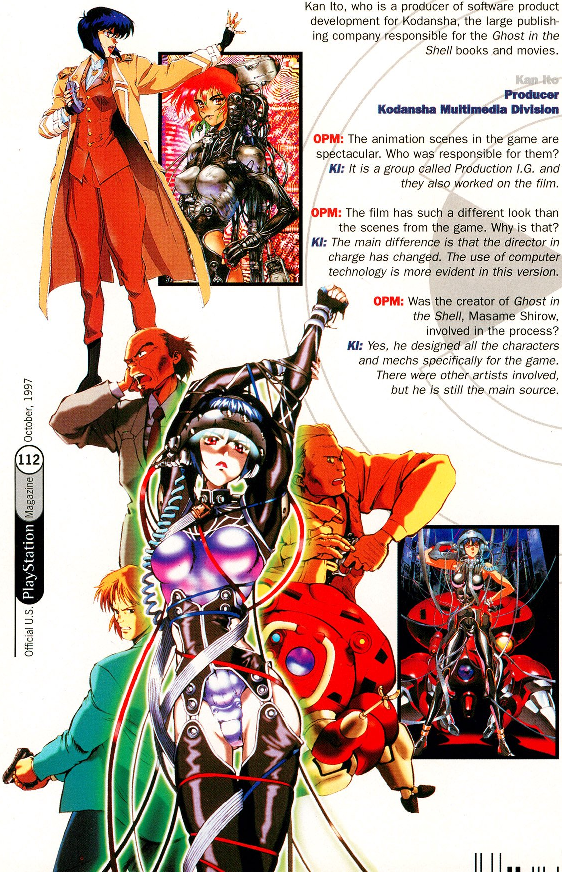
The visuals of Ghost in the Shell are incredibly striking and lure you into the world from where the inspiration came. The game has remained surprisingly close to the look of the original book and there are brand-new animation cinemas made especially for the game. To shed some light on these matters, we turned to Kan Ito, who is a producer of software product development for Kodansha, the large publishing company responsible for the *Ghost in the Shell* books and movies.

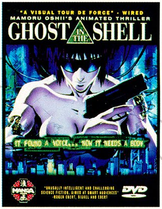
Kan Ito
Producer
Kodansha Multimedia Division

OPM: The animation scenes in the game are spectacular. Who was responsible for them?
KI: *It is a group called Production I.G. and they also worked on the film.*

OPM: The film has such a different look than the scenes from the game. Why is that?
KI: *The main difference is that the director in charge has changed. The use of computer technology is more evident in this version.*

OPM: Was the creator of *Ghost in the Shell*, Masame Shirow, involved in the process?
KI: *Yes, he designed all the characters and mechs specifically for the game. There were other artists involved, but he is still the main source.*




"A VISUAL TOUR DE FORCE" - WIRED
MAMORU OSHII'S ANIMATED THRILLER
GHOST IN THE SHELL
IT FOUND A VOICE... NOW IT NEEDS A BODY
MANGA
"UNUSUALLY INTELLIGENT AND CHALLENGING SCIENCE FICTION, AIMED AT SMART AUDIENCES" -ROGER EBERT, SISKEL AND EBERT
DVD

Ghost in the video store
The movie version is still gaining new audiences with the initial theatrical run gaining rave from mainstream critics. The release of the special editions on both tape and DVD are once again stirring interest, which is good since the game will be out a month or two after those movies hit the stores. The new special editions are digitally remastered versions of the original movie with a 15-minute making-of feature.

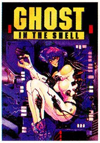
There are quite a few variations out there to choose from and those are:

Video Tape: Original English Dubbed, Original Subtitled, Special Edition English Dubbed, Special Edition Subtitled.

Laserdisc: Original version

DVD: Special Edition: Contains both Subtitled and Dubbed versions.

Prices vary


GHOST
IN THE SHELL

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RP

CAPCOM

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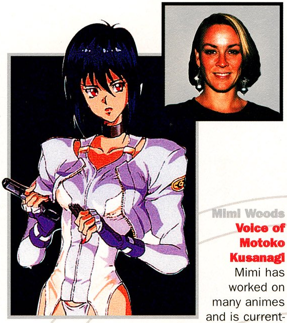
Voices

Character voices are critical when it comes to giving a player something more to relate to than just a face on the screen. It becomes a more sensitive issue when you're dealing with dubbing English voices to match Japanese character action. In charge of the voice-dubbing process is Zero Limit Productions. They facilitate English voice-dubbing to companies such as Sony, Bandai and Pioneer LDC among many others. They're responsible for dubbed animes such as *Macross Plus* and *Ninja Scroll* as well as game voices in Felony 11-79 and DragonBall GT, both available for PlayStation. Since they handled the voice chores for *Ghost in the Shell* the movie, it made sense to go with them again and they have reciprocated by providing the same voice talent heard in the domestic release.

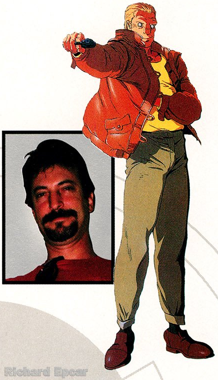


Mimi Woods
Voice of Motoko Kusanagi
Mimi has worked on many animes and is currently the voice of Shayla Shayla in the *El Hazzard* television series from Pioneer.

OPM: What attracted you to the character?
MW: *Well, the character was introduced to me in a way that was intriguing, you know the philosophy. It was a very different sort of role than what I usually play with more of an action emphasis. There's lots of action going on, but at the same time there's a lot more going on within the character. There's more conflict emotionally and as an actor I found it very attractive.*

OPM: Is there any difference between playing the role of Kusanagi in the movie and in the game?
MW: *Their motivations are basically the same with a more dramatic emphasis on the movie version, but it's still the same character.*

OPM: Is there anything else you'd like to comment on?
MW: *Voice acting is actually very, very hard work and it takes a lot of concentration and effort to do it. I really enjoy it a lot and it's tremendous fun.*



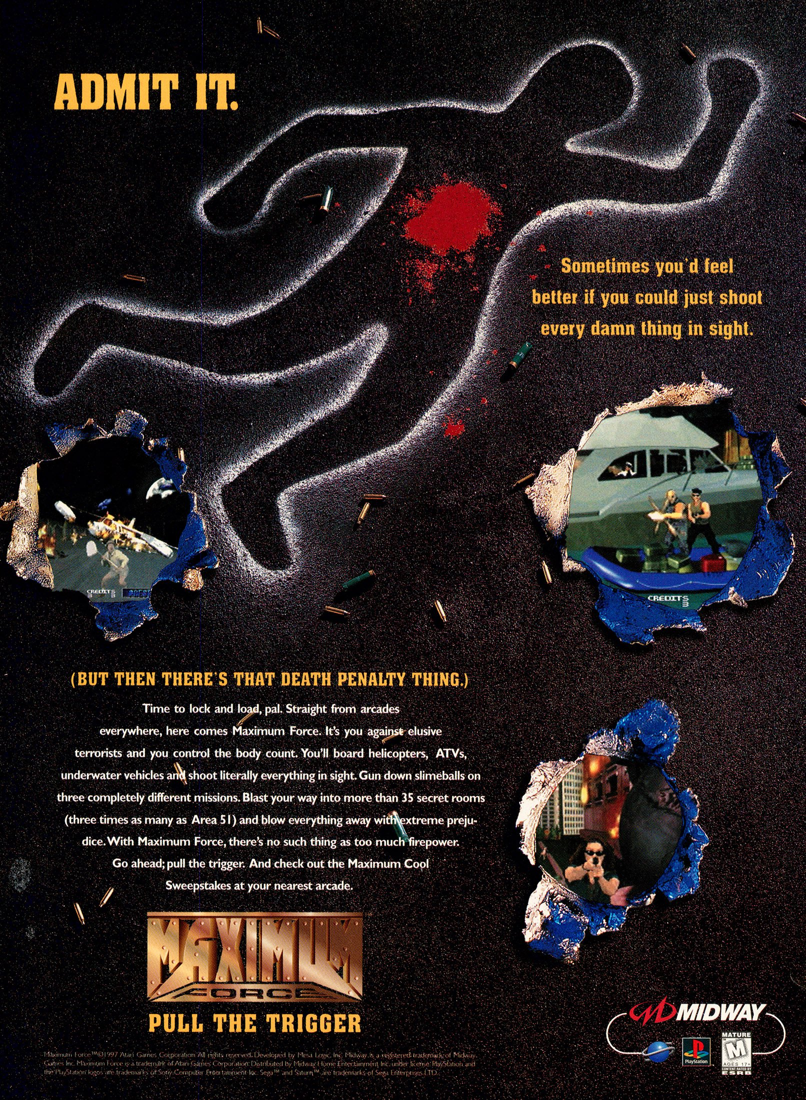
Richard Epcar
Voice of Bateau
Richard is a veteran stage and voice-over actor whom many will recognize as the voice of Lunk and Ben Dixon in the original *Robotech* series.

OPM: You also did the voice of Bateau in the English dubbed version of *Ghost in the Shell* movie?
RE: *Yes.*

OPM: What do like about the character?
RE: *I like him very much. He was a really cool character and I really related to him. I've played on camera and in voice-overs a lot of characters like this guy. A tough cop, a no-nonsense cop, but he has a lot of heart inside.*

OPM: What was the most interesting thing to you in this project?
RE: *What I find the most interesting is I think this guy falls in love with the female character who is this cyborg. He's this tough guy who's all business yet has this soft spot. She fills that missing spot. From that perspective, it's interesting.*

Special thanks to all those interviewed and to everyone who made this feature happen.



ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower. Go ahead; pull the trigger. And check out the Maximum Cool Sweepstakes at your nearest arcade.

MAXIMUM FORCE

PULL THE TRIGGER

MIDWAY

MATURE
M
AGES 17+
CONTENT RATED BY ESRB

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NECK HAIR WAS M

This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a little split-screen action so you can taunt your friends. Formula 1

BEST TIME
36
LAP TIME
TIME EXTENDED
LAP
3/
POSITION
13/22

21
ALESI 7
BENETTON RENAULT
THIS LAP
TAG HEUER Official Timing

PSYGNOSIS

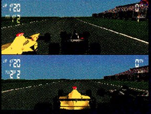
PlayStation

FIA FORMULA 1 WORLD CHAMPIONSHIP

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

EANT TO BRISTLE.

has been reborn. Grab hold, Pierre. The back of your neck is going for a ride. **www.psygnosis.com**



FORMULA 1
Championship Edition

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STRATEGY Xtra

Finally. Conceivably the most long-awaited RPG of all time is here at last. You have my assurance that Final Fantasy VII is a large enough undertaking to keep even the most avid video game player busy for a while. Rather than take the conventional approach and give you a basic walk-through, I decided it would be more appropriate to highlight the bonus areas and trouble spots. The story line will move you along in the right direction, but there are a multitude of secret areas to discover. Hopefully this strategy will answer those burning questions.

FINAL FANTASY VII

by Dave Malec

IT'S A MATERIA WORLD

Throughout the game you will feverishly be searching for the large number of Materia orbs that are scattered about. Materia orbs can be inserted in the empty slots in your equipped weapon and armor. Once placed, Materia will allow the character to use magic spells and enhance weapons. There are five categories of Materia, which are as follows: Magic, Summon, Command, Support and Independent. All types of Materia are an asset to your party, but I would stress locating Magic and Summon Materia most of all.

Cloud
Barret
Aerith
Attack
Magic
Summon
Item
1990/2194 118
1992/2162 104
786/1745 159

MAGIC MATERIA

The Green Materia are probably the most important of the five types. Used to cast a wide range of spells, these are the most plentiful of the Materia, with a total of 21 different kinds. Here is the complete list of the Magic Materia found in the game.

Lightning
Ice
Fire
Earth
Gravity
Poison
Comet
Ultima
Destruct
Contain
Time
Transform
Mystify
Barrier
Heal
Revive
Restore
Shield
Exit
Seal
Cure-All

Find all of the Magic Materia and master each one of them, returning to Cosmo Canyon and the Huge Materia when you do. Approach the Huge Green Materia and you will receive the Master Magic Materia, which allows you to cast all magic spells from it.

HIDDEN MAGIC MATERIA

The majority of the Magic Materia can be found with relative ease, be it through shops or in treasure chests. Several of them are a little more tricky to unearth.

Cloud
Tifa
Barret
Attack
Magic
Item
2661/5181 721
3079/3196 632
8192/8414 748

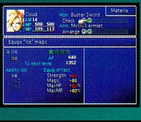
Contain Materia: You won't be able to obtain this until after Mideel is destroyed. Be sure to have some of the most expensive Greens you can buy from Chocobo Billy with you when you go there. On the left side of the screen, you will see a White Chocobo. Give it the Greens and then tickle it behind the ear. You will receive the Materia for your kindness and great tickling ability.

Cloud
Tifa
Barret
Attack
Magic
Item
2745/5181 773
3196/3196 704
8395/8414 764

Cure-All Materia: There is a doorway obstructed in the general store at Cosmo Canyon. Sometime during Disc 2, return and you will be able to get into the next room containing the Cure-All Materia.

Bolt2
Cloud
Cid
Tifa
Attack
Magic
Summon
Item
2748/2748 528
2725/2920 356
1629/2094 447

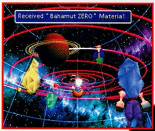
Shield Materia: The Shield Materia can't be found until you explore the North Cave during the final leg of the game. You will find it on the path to the left. If you choose the alternate route, someone in your second party should find it for you.


Materia
Cloud
LV 14
HP 508/508
MP 109/113
Wpn. Buster Sword
Check
Arm. Mythril Armlet
Arrange
Equips "Ice" magic
Ice
Ice
AP 648
To next level 1352
Ability list
Ice
Ice2
Ice3
Equip effect
Strength -01
Magic +01
MaxHP -02%
MaxMP +02%

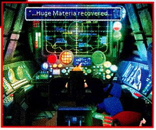
Cloud
Barret
Aerith

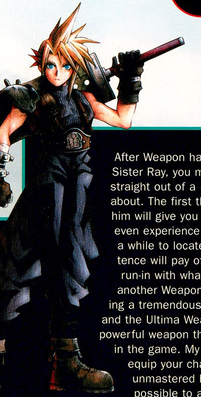
HUGE MATERIA

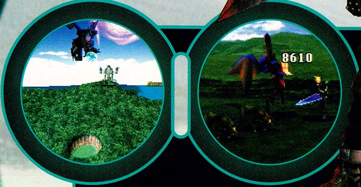
There are four Huge Materia that you will have to go out and collect. When you take the sub out from Junon, you will have to engage the escaping Shinra sub and destroy it to receive the Huge Materia on board. Don't bother with the other subs. Just focus on the main sub and you should have no problems. The ones at North Corel and Fort Condor are both fairly straightforward. The battle at Fort Condor will give you the Phoenix Summon. The final Huge Materia is about to be launched into outerspace to neutralize Meteor. The tricky part about this is that you need a password to release the Materia or it will be lost permanently. The password is: **Circle, Square, X, X**. Take the Huge Materia to Bugenhagen at Cosmo Canyon and he will hold them for you. If you already possess Bahumut and NeoBahumut, you will receive Bahumut Zero. The others take a little more effort.


Received "Bahamut ZERO" Materia!

NAME	BARRIER	HP	MP	LIMIT	WAIT
loud		2904/2904	522		
ifa		1961/1961	366		
arret		3102/3102	449		


"...Huge Materia recovered..."

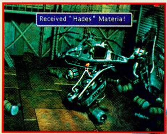




ULTIMA WEAPON

After Weapon has been destroyed by the Sister Ray, you may notice something straight out of a *Godzilla* movie flying about. The first three attempts to battle him will give you nothing in return, not even experience points. It may take you a while to locate him, but your persistence will pay off. The fourth and final run-in with what we have to assume is another Weapon, will end with you gaining a tremendous amount of experience and the Ultima Weapon. This is the most powerful weapon that Cloud can possess in the game. My suggestion to you is to equip your characters with as many unmastered Materia as possible to aid in their progression.

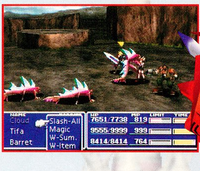
SEARCHING FOR SUNKEN TREASURE


Received "Hades" Materia!

When you have the sub, you may come across a sunken ship that you can enter. The Turks are hanging about and you will need to defeat them before exploring the cargo hold. This area is great for building characters up and for gaining new items. The Hades Summon Materia, Double-Cut Command Materia and Highwind (Cid's Level Four Limit Break) are the major items to be found here. In addition, there are new weapons for both Cloud, Cid and Vincent.

THE BIZARRE BUGS AND TAIL VAULTS

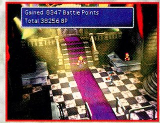
In the Wutai Area you will encounter some generous monsters. Wander around the area with the suspended bridges until you run into Tail Vaults and Bizarre Bugs. For every one of the Tail Vaults you defeat you will receive a Phoenix Down, while the Bizarre Bugs will score you an X-Potion.


NAME Cloud Tifa Barret
Slash-All Magic W-Sum. W-Item
HP MP LIMIT TIME
7651/7738 819
9555/9999 999
8414/8414 764

THE BATTLE ARENA

NAME Cloud BARRIER HP 9050/9050 MP 981 LIMIT TIME

Competing in the Battle Arena at the Gold Saucer can be very profitable, but can be quite an investment of time. You can battle up to eight times in a row, receiving a larger number of Battle Points the longer you last. My suggestion is to stock up on Remedies and Maiden's Kiss (cures Frog) and equip your chosen character with a Peace Ring (nullifies Berserk and Sadness). I like to use Cloud. Once he has the Ultima Weapon, you can pretty much clean house. Be sure that you have a variety of Materia, or the handicaps will leave you with no offense. You will lose the BP you have accumulated if you leave, so enter the arena well prepared. Sounds like a lot of trouble doesn't it? Well, here's the payoff.


Gained 8347 Battle Points
Total 38256 BP

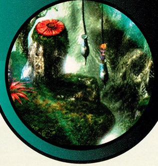
FEAR THE GRAVE THE BRAVE DO NOT

Enemy Lure Materia: Increases encounter rate
Right Arm: Explosive damage against all enemies
Pre-Emptive Materia: Increases Pre-Emptive rate
Speed Plus Materia: Increases Dexterity
Stardust: Uses Comet2
Championship Belt: Power and Vitality +30
Omnislash: Cloud's Level 4 Limit Break
W-Summon: Casts two Summon spells at once

The Limit Breaks are really what you should be concentrating on getting here. Omnislash and W-Summon are a couple of attacks that you won't want to be without.

THE FROG FOREST

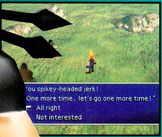
Once you have defeated Weapon for the fourth time, he will create a large crater near Cosmo Canyon. Use the crater to gain access to the Frog Forest. You will need to use the bugs and frogs to create paths and launch yourself to out-of-reach places. Feed a frog to the venus fly trap to obtain the Slash-All Materia in the second area. In the third area, you will need to climb up into the trees to go to the far right to receive the Typoon Summon Materia.



YUFFIE KISARAGI

You can find this spirited ninja in the forested portions in the Gongaga Area. When attacked by Yuffie, you will have to defeat her to be able to add her to your party. She will then ask you a series of questions. First off, don't use the Save Point or she'll run away from you. When she asks if you want to fight again, tell her to forget it. Next she'll ask you if you are scared, which you need to reply by telling her "something like that." Now, ask her to hold on and that you want her to come along. She will follow you if you DON'T ask her name. Yuffie will now become a member of your party.

oud arret erith
Attack D.blow Magic E.Skill Summon Item
093 194
090 234
653 207

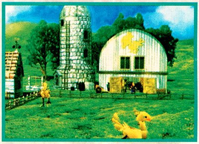

You spikey-headed jerk!
One more time, let's go one more time!"
All right
Not interested

THE GOLD CHOCOBO

No doubt, you have already stumbled upon Chocobo Billy's farm and the adorable creatures raised there. There are different breeds of Chocobos. Some can traverse the tallest mountains, while others can cross shallow water. What if I told you that there was a Chocobo that could go anywhere? Well, there is. It's the Gold Chocobo.

RAISING CHOCOBOS

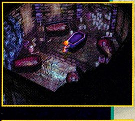
To raise a Gold Chocobo, you will have to cross breed a variety of others to get the desired product. You will first need the Chocobo Lure Materia to capture them. Once you have it, rent out six stalls at the Chocobo farm. Each stall will run you 10,000 gil, so be prepared to shell out a lot of money. Now the first two Chocobos you need are a Running female and a Walking male. The Walking male can be found near the Gold Saucer, while the Running female is just west of Mideel. I usually capture four of them and then head back to see what I've caught.



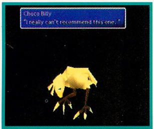
VINCENT VALENTINE

Vincent is the second optional character that can join your party. Head to the mansion in Nibelheim and locate the safe. The combination is right to 36, left to 10, right to 59 and right to 97. You have to land on the number exactly; if you pass it up you must start again. Once opened, a monster will attack you. Upon his defeat you will receive the gold key and the Summon Materia for Odin. Go to the basement and use the key to enter the room in the corridor to the lab. Open the coffin and you will meet Vincent. Give the bottom reply to his question. Go up to the coffin again once he closes it and give the bottom reply again to name him. Leave the room and he will join you.

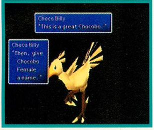
Cloud
Cid
Tifa
Attack
Magic
Summon
Item
2748/2748 528
2468/2920 356
1629/2094 447



"Vincent."


Choco Billy
"I really can't recommend this one."

Listen to the advice that Chocobo Billy has to give. You don't want to end up with any under par Chocobos in your stables.

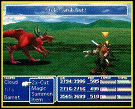

Choco Billy
"This is a great Chocobo."

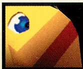
Choco Billy
"Then, give Chocobo Female a name."

Chocobo Billy will rate each one you bring in. Be sure that you get a "good" Walking male and a "great" Running female. This is a good time to save your game. Now return and mate these two using a Carob Nut. Keep resetting until you come up with a Green and a Blue Chocobo of opposite genders (either combination will work). You can use the same two Yellow Chocobos to breed again, but you will need to give them some time after a successful mating. Once you have the Green and Blue Chocobos, feed each of them 10 Silkis Greens (see Chocobo Sage) and head off to the Golden Saucer to race. All of the initial Chocobos you get will be C-Class and will need to be advanced to A-Class. I'll get into some racing tips in the next section. Return once again to the farm and mate them together with another Carob Nut to get a Black Chocobo. Head to the snow-covered Northern Continent and look for the tracks on the western shore. Here you will find the Dashing Chocobo. Make sure it is in good health and is the opposite gender of whatever your Black Chocobo is. Feed these newest Chocobos 10 Silkis Greens each and race them both up to A-Class. At this point you will need to go to an island to the northeast of the Chocobo farm. You will need to battle with the goblins there to receive a Zeio Nut. With any luck, when you return and use it to mate the Dashing and Black Chocobos, you will get a Gold Chocobo! The Gold Chocobo gives you access to any place you want to go on the map.

CHOCOBO SAGE

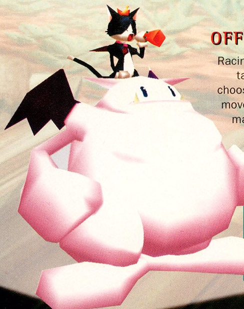
The forgetful Chocobo Sage can be found near the North Cave in a grassy valley amongst the snowy mountains. Although he will give you a good idea of how to get a Gold Chocobo, his memory lapses insure that you won't be getting the entire answer anytime soon. When mating Chocobos, you will need Silkis Greens, which can only be bought here for 5,000 gil a pop and you need 40 of them. Outside of his house, you will need to wander around until you run into a Vlakorados to steal a Carob Nut. You need three of them to successfully breed a Gold Chocobo.


Stole Carob Nut!



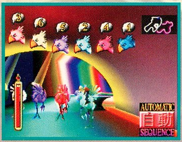
Chocobos of a different color
Here are the abilities of various types of Chocobos you can own.

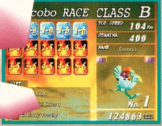
YELLOW: Travels anywhere you can normally walk.
GREEN: Travels across mountains.
BLUE: Travels through shallow water.
BLACK: Travels anywhere the first three can.
GOLD: Travels anywhere, even through deep water.



OFF TO THE RACES

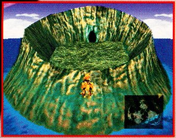
Racing your Chocobos at the Golden Saucer is a fairly easy task, but here are a couple of pointers. I usually choose the long race because I think your Chocobo will move up ranks more quickly. Leave your Chocobo on automatic and he will usually come in first. Occasionally you will need to take control and slow your trusty steed down because he is using up too much energy. Sometimes it is wise to take control from the start and really get your Chocobo cruising. Once there is a decent cushion, slow down to a medium pace. Keep an eye out for those prizes that you can't seem to find anywhere else.





HIDDEN ISLANDS

Having earned the Gold Chocobo, you will now have access to a couple of islands that were otherwise unreachable. The first island is straight south of Cosmo Canyon. Although there are no treasures to be found here, there are Cactuer roaming about. You may remember these prickly fellows from FFIII. Brings back memories doesn't it? The more important island to find is located in the far northeast corner of the map. This crater-shaped island houses a cave containing the Knights of the Round Summon. How does hitting for 100,000 points of damage sound? Check it out.

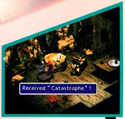


THE SLEEPING MAN

Near the city of Midgar, you will find a cave along a riverbed that can only be entered by Chocobo or the Highwind. Inside you will find a sleeping man. He will tell you the number of battles that you have fought. Once you have been in a number of battles ending in the same two numbers (ie., 233 or 477), he will give you mythril. Take it to the lone weapon shop near the Gold Saucer. Talk to the man and he will conveniently inquire if you have any mythril. He will then allow you to choose between two chests. The large wooden chest downstairs contains a Gold Armlet, while the small metal box upstairs holds Great Gospel, Aeris' fourth level Limit Break. The Gold Armlet is a decent piece of armor, but I suggest grabbing the Great Gospel. Return to the sleeping man later to receive more items when you've fought the right number of battles.

Received "Great Gospel" !

Received "Mythril" !!


Received "Catastrophe" !

Received "Final Heaven"

THE LIMIT BREAKS

Here are the locations of a few of the stray Level Four Limit Breaks.

*Go to Nibelheim and find Tifa's house. Upstairs is a piano you can play. Have Cloud play the following sequence of notes:

X, Square, Triangle, L1+Triangle, L1+Square, X, Square, Triangle, L1+X, Circle, X, Square, X

When entered correctly you will receive Final Heaven, Tifa's Level Four Limit Break.

*Red XIII's Cosmo Memory can be found when opening the safe in Nibelheim.

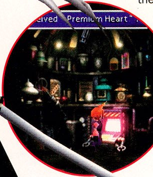
*After you have saved North Corel from the runaway train, talk to the townspeople. A little boy will have Catastrophe for Barret.

*All Creation will be received once Yuffie has successfully fought her way to the top of the pagoda.

ODDS AND ENDS

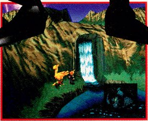
神羅
Shin-Ra
Electric Power
Company

* The Key to Sector 5 can be found at the excavation site. Directly across from the man in charge is a piece of metal protruding from the ground. Set a worker to dig there for you and you should find the key waiting for you in the box. Return to Midgar and visit the Item Store (the one that shot at you) and you will receive the Premium Heart. This is the weapon with the most slots for Tifa. Also, the man in the weapon shop will offer to sell you an item for 129,000 gil. It's called a Sneak Glove and in my opinion is not worth the money, unless you are attempting to become a master thief.

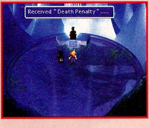


eived "Premium Heart"

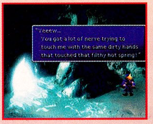
* The Alexander Summon Materia can be found at the base of the snowboarding mountain. Go to the hot springs in the upper-right corner and touch the water. Find the single-room cave with a person sitting in it. When you talk to him/her you will have to fight and will receive the Materia when you win.



* Once Vincent is in your party, locate the waterfall flowing into a crater. You can enter either from an underwater passage with the sub or by Chocobo. Behind the waterfall is Lucrecia. She will reminisce with Vincent briefly and then disappear. Leave the cavern and come back at a later time. Vincent will get Death Penalty, which is his most powerful weapon and Chaos, his Level Four Limit Break.



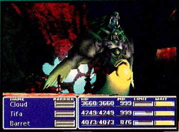
Received " Death Penalty " ......



"Yeeew...
You got a lot of nerve trying to touch me with the same dirty hands that touched that filthy hot spring!"

THE FINAL ENCOUNTER

The path to facing Sephiroth is not an easy one. To reach him you must overcome Jenova and two rather ominous henchmen. Sephiroth himself will need to be battled in two forms. The first form will require you to split your party into two groups of three. Try to use Limit Breaks and summonings that target multiple areas. Destroy the targeted areas on one side and then switch to the other party. Well, that's it, you win. Yeah, right. After Sephiroth's transformation, he can really get nasty. My best suggestion is to cast Reflect to take the brunt of his attacks. In the meantime, have someone casting Regen or your healing spell of choice. The giant comet that he sends careening at you will never kill you, even if you only have two HP. However, once he's done with the spell, he has no qualms about dispatching your party out. I'll leave the rest up to you.



NAME	BARRIER	HP	MP	LIMIT	WAIT
Cloud		3660/3660	999		
Tifa		4249/4249	999		
Barret		4073/4073	876		

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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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PlayStation

FEAR WILL ALWAYS BE IN THE CAR WITH YOU. YOU JUST CAN'T LET IT DRIVE.

LAP 1 OF 5
CART
1 MOORE 000 000
2 DE FERRAN 000 000
3 BOESEL 000 000
12 HERTA 000 000
0 00 00
48
36 24

LAP 1 OF 4
CART
1 JOHNSTONE 000 000
2 BOESEL 000 000
3 GUGELMIN 000 000
12 VASSER 000 000
0 00 00 00
48
2
36 24 50

LAP 5 OF 5
CART
1 MOORE 184 303
2 DE FERRAN 183 272
3 BOESEL 183 272
11 HERTA 174 118
22 76

CART WORLDSERIES

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

STRATEGY Xtra

arcade special

TIME CRISIS™

There's been a kidnapping! It's Rachel, the daughter of the president, and she's being held captive by Sherudo, a deposed royal looking to restore his family's rule at any cost. Who can the authorities call upon when time is of the essence? Richard Miller, the One Man Army!

Time Crisis is the latest addition to Namco's seemingly endless string of better-than-the-arcade PlayStation conversions. What makes it better than the arcade? For starters, it's bundled with the best light gun ever, Guncon. Plus, Namco created an entirely new mission, set in an arms factory doubling as luxury hotel (you gotta' love video game plots).

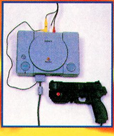
In this Special Mission the One Man Army encounters his deadliest enemy to date: the beautiful but lethal Kantaris.

What makes the Special Mission so unique is its branching path. Depending on player performance, Richard will venture into entirely different areas of the hotel, making for a different gaming experience each time you play.

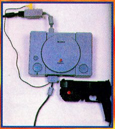
Since the Arcade Mission is linear in nature, this guide will be devoted exclusively to the PlayStation-only Special Mission.

So what are you waiting for? The clock is ticking...

Guncon™

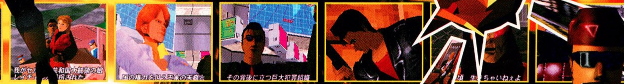


Composite wiring configuration



RGB wiring configuration

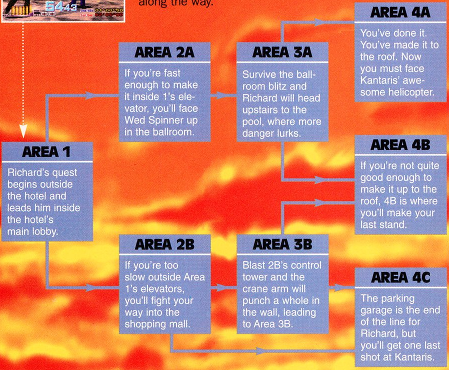
Wanting PlayStation owners to enjoy the closest thing possible to the arcade experience, Namco developed Guncon, quite simply the most accurate light gun ever available for purchase. While Guncon lacks the arcade's recoil effect, it does have a built-in button (A) that eliminates the need for an action pedal. Hooking up Guncon is a bit different than any other gun, but not to worry; Guncon works with both composite and RGB configurations.



SPECIAL MODE PATH

Shooting games have had branching paths before, but none quite as complex as Time Crisis' Special Mission. As the flow chart below indicates, there are eight major areas in the hotel; however, the most areas you will see in a single game are four (there's no backtracking allowed). To see the upper levels of the hotel (and the best endings) you'll need a hair-trigger and nerves of steel. Player performance determines which way you'll go, so pay close attention to your remaining time and shot accuracy. There's also a shortcut or two to help you along the way.

Kantaris is the mysterious and deadly Boss of Time Crisis' new mission.



AREA 1
Richard's quest begins outside the hotel and leads him inside the hotel's main lobby.

AREA 2A
If you're fast enough to make it inside 1's elevator, you'll face Wed Spinner up in the ballroom.

AREA 2B
If you're too slow outside Area 1's elevators, you'll fight your way into the shopping mall.

AREA 3A
Survive the ballroom blitz and Richard will head upstairs to the pool, where more danger lurks.

AREA 3B
Blast 2B's control tower and the crane arm will punch a whole in the wall, leading to Area 3B.

AREA 4A
You've done it. You've made it to the roof. Now you must face Kantaris' awesome helicopter.

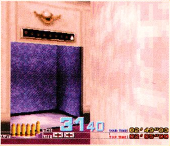
AREA 4B
If you're not quite good enough to make it up to the roof, 4B is where you'll make your last stand.

AREA 4C
The parking garage is the end of the line for Richard, but you'll get one last shot at Kantaris.

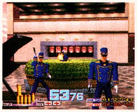
15 14 13 12 11 10 09 08 07 06 0
01 0

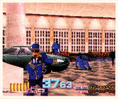
AREA 1

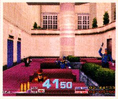
As you'll quickly discover, the order in which you take out the guards is very, very important. The guys in blue couldn't hit the broad side of a barn and can be shot at your leisure. Instead, focus on the guys in brown (moderate difficulty) and red (hard). Orange guards, usually spotted in the distance, can be shot for precious bonus seconds.



If you really hustle, you can make it inside this elevator, which will take you up to Area 2A.

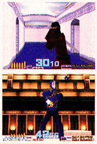






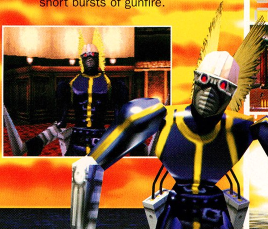
AREA 2A

You made it! You're on your way to the ballroom, but first you have to make your way through several hallways in addition to the casino. While you're there, shoot the pinball machines and video games for some bonus points. Once inside the ballroom, guards will swing in on ropes and run about on the balcony high overhead. Try to conserve your health for your fight with the Mid-Boss.



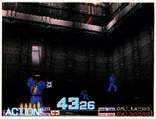
Dance, baby, dance

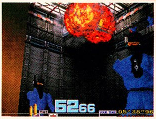
Always a considerate hostess, Kantaris has arranged a "dance partner." The key to defeating him is frequent ducking followed by short bursts of gunfire.



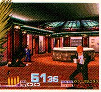
AREA 2B

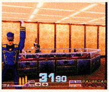
Area 2B begins in a shopping mall. Shoot the glass windows and display cases for extra points. In the hallway outside the jewelry store, an orange guard worth five extra seconds will dart across the hall in the distance. Once you drop down the shoot, you basically have two potential courses of action. You can punch a hole in the wall by destroying the crane control tower or proceed through the remainder of the level, at which time you will be transported to the garage.

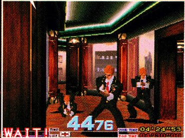




Destroying the crane controls will make it swing out of control.



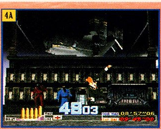


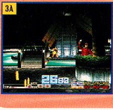


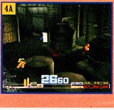
In the shopping mall, the display cases (above) and glass windows (right) can be shot for extra points.

AREA 3A, 4A, 4B (SECRET LEVELS)

Areas 3A, 4A and 4B are considered top secret and will be reached by only the best players. In 3A, you will battle it out on the rooftop against guards who attack from rowboats and choppers. The rotating windmill blades only complicate matters. From there you temporarily go back inside to shut down Kantaris' arms production for good. Then it's back onto the roof for a final showdown with a huge helicopter. It is not fully understood at this point how to reach area 4B, although you supposedly can access it from both Area 3A and 3B. Like the end of Area 1, time may be the critical factor, or some hidden shortcut may exist, as was the case at the end of 2B. We will bring you more information on Time Crisis' secret levels as it comes to light.

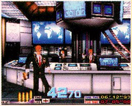


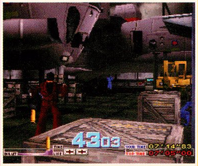


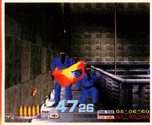


AREA 3B

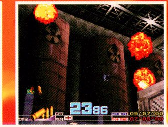
Once inside Area 3B's control room (right), every computer monitor can be shot out, which causes the lights to go out. From there it's onto the helicopter hanger, where guys will pour out from every conceivable angle. From there you will go to a large room containing nuclear warheads and the storage tanks in the lower right-hand picture. Destroy the tanks with a few well-placed shots and you'll be headed to the garage.





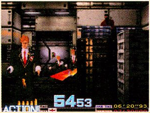


(right) Although the crates in this shot look promising, they will not explode.



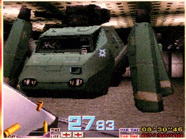
With a few well-placed shots you can destroy these large storage tanks and complete the level.

AREA 4C



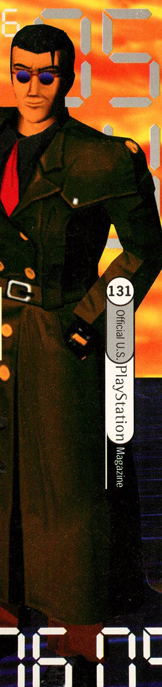
In Area 4C's first room (shown left) take out the guys in the burgundy jumpsuits first, or you'll be sliced to ribbons. When you enter the troop transport parking area, shoot the box on the floor to take out the group of guards. After leaving the troop transport area, you will take a lift up to the main garage. Again, shot selection is the key to completing the level.

Yes, Mr. Parking Attendant, mine is the large gray mech.



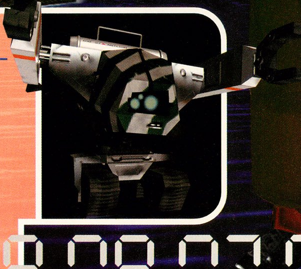
Garage Mid-Boss

The only place the Mid-Boss takes damage is the windshield, so concentrate your fire there. Use the car for cover and beware the mech's ram attack. After defeating the mech, several guys will swing in on ropes. After killing the last one, you get one chance at stopping the fleeing Kantaris.



Gimme a Break: **Here's a list of the hotel's breakable objects and their respective point values.**

Area	Points	Object
1	4	Piano
2A	3	Window Glass
2A	5	Pinball Machines
2A	5	Game Machine
2B	1	Show Window Glass
2B	1	Window Glass
2B	1	Window Glass
2B	2	Showcase Glass
2B	3	Show Window Glass
2B	6	Crane
3B	1	Monitor
3B	1	Tower
3B	8	Tank
4C	3	Box



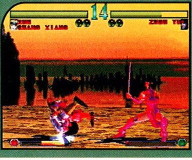
TRICKS of the trade

Codes and Tricks for the PlayStation

Dynasty Warriors

Play As Sun Shang Xiang

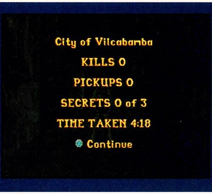
In order to play as Sun Shang Xiang, go to the Title Screen. Highlight "1P Battle" and then press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.



Tomb Raider

Level Skip

Through the many rumors of there being a Level Skip code for the PlayStation version, one actually came true! To access the Level Skip, just begin playing within your game and then hit Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2 and L2. Now, when you return to your game you should then proceed to the next level of the game! You could even use it to get to the end, but you don't really want to do that, right?



City of Vilcabamba

KILLS 0

PICKUPS 0

SECRETS 0 of 3

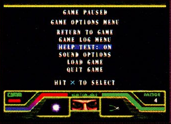
TIME TAKEN 4:18

● Continue

Broken Helix

More Ammo, Health and Armor

Pause the game by pressing Start and then press the Triangle button. At the Pause Screen with all of the Menu Options, highlight the "Help Text" Option. Hold L1+R2 and then press Triangle and X at the same time. You'll hear a beep and this will give you more ammunition when you return to the game. To get more health and armor, go to the same Pause Screen and highlight "Help Text" again. Hold L1+R2 and then press Circle and X at the same time. You will hear a beep to confirm it worked and this will give you more health and armor when you get back in the game. As soon as your codes are complete, highlight "Return To Game" and choose it. You will see the results on the right side of the screen.



GAME PAUSED
GAME OPTIONS MENU
RETURN TO GAME
GAME LOG MENU
HELP TEXT: ON
SOUND OPTIONS
LOAD GAME
QUIT GAME

HIT × TO SELECT

K1: The Arena Fighters

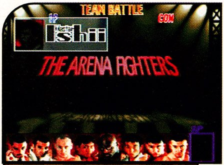
Boss, Strength, See Ending

These tricks will give you a few new options to utilize.

Boss Code: Choose "Team Battle" from the Main Menu Screen. When the Character Select Screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, Start. Master Ishii will appear to the right of the other fighters.

Strength Adjust: During a match, press Start to pause. Then press L2, R1, L1, R1, L2, R1. You will see numbers flashing on the left and right side. Use the directional pad to move the numbers up or down for each character so you can increase or decrease your chosen player's strength between 1 and 9.

See the Ending: Turn on the PlayStation with the K-1 disc inside. Now hold L1+L2+Triangle+Circle+Left on both controllers while the game loads. Continue to hold them until the demo begins. Instead of the normal intro, you will be treated to the ending cinema, complete with the game credits. This cinema will show what the fighters had to go through in the development of the game.



Do you have a trick or want a tip on your favorite game? Let us know—write us at...

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Tricks of the Trade
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"...VR Baseball '97 is the new king of baseball games."

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"...a real contender for baseball game of the year — 92%."

— *P.S.X.*

"Beautifully textured polygonal players move with life-like grace."

— *Game Pro*

"VR Baseball will make you eat, sleep and live baseball."

— *Game Informer*

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- Hardware accelerated providing superior graphics.
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Check out the official Major League Baseball℠ web site at www.majorleaguebaseball.com

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PlayStation™

Designed for Microsoft® Windows®95

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

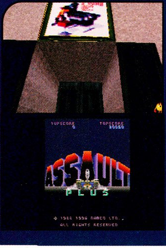
TRICKS of the trade

Codes and Tricks for the PlayStation

Namco Museum Vol. 4

Hidden Game

Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold the L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game!


1UPSCORE 0
TOPSCORE 30050
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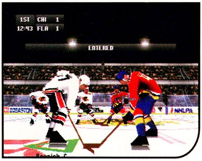
NHL 97

Cheat Mode and Net Teams

While waiting for the puck to drop during the faceoff, press L1, L2, R1 followed by one of the buttons below for various results:

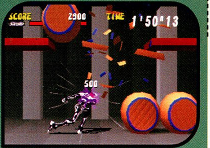

1ST CHI 1
12:43 FLA 1
ENTERED
EASTON
NHLPA

X: Speeds up gameplay
L1: Increased penalties
R1: Increased penalty shots
L2: More accurate shots
R2: Easy goals

For net teams enter NETHOCKEY at the Name Entry Screen.

Street Fighter EX+Alpha

Hidden Bonus Barrel Game


SCORE
2900
TIME
1'50"13
500

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game." Choose any character, and you will be playing the bonus barrel stage from Street Fighter II.

Jet Moto

Enabling Codes

You must first do the "Codes Enabled" trick. To do this, go to the Options and set the difficulty to Professional, and the Laps Per Race to 6. Press Start after you're done and at the Title Screen, press Circle, Circle, Circle, Square, Triangle, Triangle, Square, Triangle. You will hear a sound and there will be a word balloon displaying "Codes Enabled." Now you can enter any of these codes on the **Title Screen:**

2 Player vs. CPU: Circle, Square, R2, Circle, Triangle, L2, Right, Up.

Unlimited Turbos: Triangle, Circle, Right, R2, Up, Square, Up, Triangle.

Double Stunt Points: Right, Up, Circle, L2, Triangle, Circle, R1, R2.

Rocket Racer: Triangle, Up, Up, L2, L2, Up, Up, Up.

No Resistance: Square, L1, Triangle, Right, L1, Down, R2, Triangle.

Super Ability: Down, Circle, Left, L1, Left, Right, Left, Right.

Air Brakes: R1, R2, Right, L2, Up, Circle, Up, Circle.

Ice Racing: Up, R2, R1, Right, L1, Square, Right, Right.

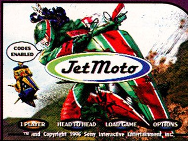
Multiple Camera Angles: Triangle, Down, Square, Triangle, L1, L1, R1, R1.

The next set of codes are entered at the Title Screen and do not need the previous code enabler to make them work:

Special Dedication: Choose Dakota, then return to the Title Screen. Go to the Options and set the number of laps to 2 and trophy presenter to Female. Hold R2 and select Credits.

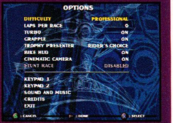
View All Endings: Go to Options. Set difficulty to Amateur, turn off Turbos and Grapples, hold L2 and select Credits.

Present All Riders: Go to Options. Set difficulty to Amateur, turn off Turbos and Grapples, hold L1 and select Credits.


CODES ENABLED
Jet Moto
1 PLAYER
HEAD TO HEAD
LOAD GAME
OPTIONS
™ and Copyright 1996 Sony Interactive Entertainment, Inc.

RACE WINNERS' CIRCLE
NEXT RACE
STANDINGS
SAVE GAME
QUIT
SELECT

Jet Moto
CHAMPION!
PRESS TO CONTINUE


OPTIONS

DIFFICULTY PROFESSIONAL
LAPS PER RACE 6
TURBO ON
GRAPPLE ON
TROPHY PRESENTER RIDER'S CHOICE
BIKE HUD ON
CINEMATIC CAMERA ON
STUNT RACE DISABLED

KEYPAD 1
KEYPAD 2
SOUND AND MUSIC
CREDITS
EXIT

: CANCEL
: DONE
: SELECT

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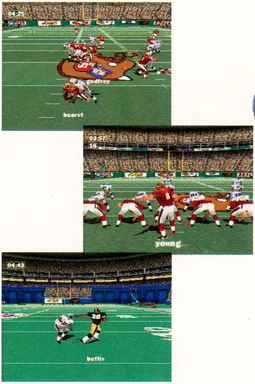

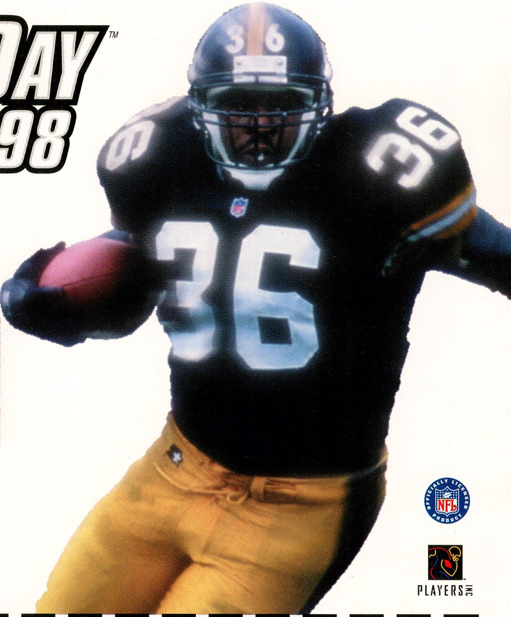

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TRICKS archive

Tricks Archive is a monthly collection of every code available for the PlayStation starting with the earliest releases first. The Archive will also feature past GameShark and other related tricks and codes.

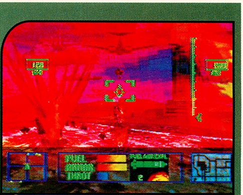
MISSION COMPLETE

Agile Warrior

Debug Info Toggle: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, L2, R2.
Overhead Camera: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Up, Down, Left, Right.
Long Camera Views: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, X, X, X, Circle, X, X, X.
Mission Complete: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Triangle, Triangle, Triangle, Down, Down, Down.
Enable Ground Crash: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Square, X, X, Square.

Agile Warrior

Any and all of these codes may be entered in the middle of any game. Just press Start to pause and enter the codes as shown:



B1 Airstrike: Left, Square button four times, UP, Triangle button three times, Right, Circle, Down, X six times.
Mesh Fog Editor: Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X, Down three times, Triangle button three times.
Overhead Map Transparency: Left, Square four times, UP, Triangle three times, Right, Circle, Down, X, Circle five times.
Hover Mode: Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X, Triangle three times, X.

R=FFFFFFFF,S=ABCDABB!,L=2,S=1
PRIMARY - 1. RADAR SITE (9)

Alien Trilogy

At the Title Screen, access Options and press Start. Move down to the Enter Password Option and choose it. On the Password Entry Screen, put in the letters GOLVL and the number of the level you want to access. The levels go up to 34, and 35 is the ending cinema. Don't access 35 if you do not want to see the ending of the game. After entering the password, move down and choose Accept. The screen will say, "Cheats Activated."

College Slam

Both of these codes are to be done at the Today's Match-up Screen. For Power Dunks, press Up and Down continuously for about five seconds and then press a button. You can now dunk from half court! For a whirlwind throughout the game, rotate the pad clockwise continuously for about five seconds and then press a button. Now, knock down your opponents with ease!

CENTER
BOOST
SHT GRD
SML FWD
PWR FWD

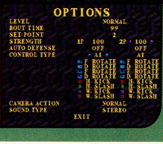
SHT GRD
BOOST
CENTER
SML FWD
PWR FWD

Battle Arena Toshinden

To set your camera controls to your top four buttons, go to the Options Screen and set your controls so they read Not Use. Change the camera action to Yourself and set the keys to Camera X and Y. If you have two controllers, pause and hit Select on controller one to let you zoom, and Select on controller two to advance each frame. To remove the Pause Options and life bars, Pause and hold all four fire buttons. Hit Select twice to remove them.

BATTLE ARENA TOSHINDEN
TM
1P GAME
VS HUMAN
VS COMPUTER
OPTIONS

SOFIA
35440
3
1200
ELLIS



```
                    OPTIONS
LEVEL                           NORMAL
BOUT TIME                         99
SET POINT                          2
STRENGTH           1P   100      2P   100
AUTO DEFENSE            OFF           OFF
CONTROL TYPE            A1            A1
                   R1 F ROTATE   R1 F ROTATE
                   R2 D ROTATE   R2 D ROTATE
                   L1 F ROTATE   L1 F ROTATE
                   L2 D ROTATE   L2 D ROTATE
                   ○  H. KICK    ○  H. KICK
                   △  H. SLASH   △  H. SLASH
                   ×  W. KICK    ×  W. KICK
                   □  W. SLASH   □  W. SLASH
CAMERA ACTION                   NORMAL
SOUND TYPE                      STEREO
                   EXIT
```

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ESRB
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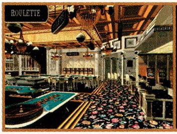
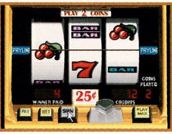
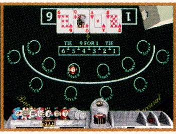


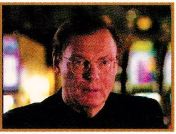
All the grandeur of the Golden Nugget casino.


PLAY 2 COINS
BAR
PAYLINE
PAYLINE
COINS PLAYED
25¢
WINNER PAID
CREDITS
SPIN
PLAY MAX

Try your luck at Double Diamond slots.


9
1
TIE 9 FOR 1 TIE
$100

Experience the thrill of Baccarat.



Solve a mystery starring Adam West.

It seems elegance, excitement, and 16 games of chance can actually fit inside one video game. That's right, finally a casino game has been created for the Sony PlayStation game console. Luckily that game is the Golden Nugget, featured in its opulent brass and marble environment. Saunter into this virtual Las Vegas casino, and play BlackJack, Craps, 7 Card Stud and more. And play them all with the odds and payoffs you'd really have in Vegas. You'll also get to solve a mystery with Adam West. From your living room, no less. It's just part of the privilege of owning Vegas, the one in the convenient take-home size.

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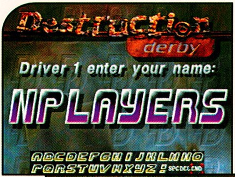
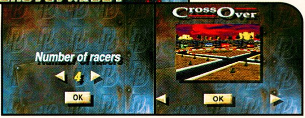
TRICKS archive


Destruction derby
Driver 1 enter your name:
NPLAYERS
ABCDEFGHIJKLMNO
PQRSTUVWXYZ! SPC DEL END

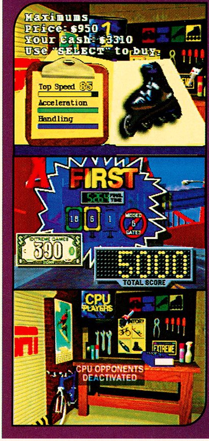

Number of racers
4
OK
Cross Over
OK

Destruction Derby

Choose Wreckin' Racing from the Main Menu Screen. After you select it, choose Championship. Enter your name as NPLAYERS. Go back into the Wreckin' Racing Option, choose it once more, but this time, pick Race Practice. Now move to the Track Selection Screen and pick a track. Once you do, you will be able to set the number of competitors in the race!

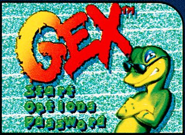
ESPN: Extreme Games

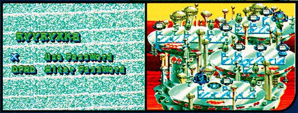
Go to the equipment room and then go to the TV marked with a 1. Press X. Then go to the equipment selections and deactivate each one by pressing X. Now choose a course and begin your race. You can race all by yourself and come in first place every time, getting plenty of cash in the process! Repeat this process until you have enough for the expensive stuff!


Maximums
Price: $950
Your Cash: $3310
Use "SELECT" to buy.
Top Speed 85
Acceleration
Handling
FIRST
390
5000
TOTAL SCORE
CPU PLAYERS
CPU OPPONENTS DEACTIVATED

GEX

Normally, it would take quite a long time to master the bonus stages and acquire a remote for the coveted Planet X, but now you can get to it via a simple password! From the Title Screen, choose the Password Option and enter the code: RYYRYXKB. Go back to the Title Screen and start your game. You will now have access to all the stages in Planet X!

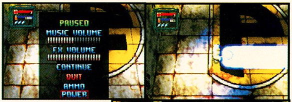

GEX
Start
Options
Password


RYYRYXKB
X Use Password
SQRE Enter Password

CONTINUE
8
PUSH 2P START

In the Hunt

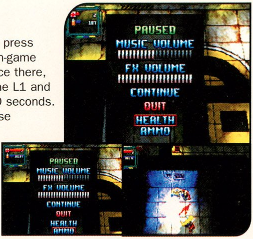
After you die, and the countdown has started, and you have no credits left (continue 0), hold the Triangle and Select buttons and press Start for five continues each time you do this!


PAUSED
MUSIC VOLUME
FX VOLUME
CONTINUE
QUIT
AMMO
POWER

Loaded

Press and hold the L1 and L2 buttons for 10 seconds. After this time has passed, press Down, Right, Down, Right, Triangle. Press X to increase your gun power and Start to exit. Repeat to max out your gun.

Loaded



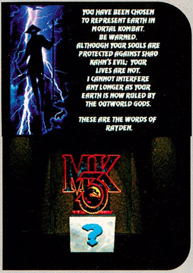
During the game, press Start to get the In-game Option Menu. Once there, press and hold the L1 and L2 buttons for 10 seconds. Keep holding these buttons and after the 10 seconds, press the sequences below to get these various results:

Ammo: Down, Right, Circle, Left, Right, Circle. The word "AMMO" will appear. When paused, press any of the buttons (Square, Circle, Triangle or X) repeatedly for an ammunition increase.

Health: Right, Right, Left, Down, Down, Up, Triangle, Circle. The word, "HEALTH" will appear. When paused, press any of the buttons (Square, Circle, Triangle or X) one time to increase your health to max. power.

Mortal Kombat 3

After the game loads for a bit, you'll see a cinema intro with Rayden. As soon as this screen appears, press Triangle, Square, Circle, X, L1, L2. Press Start. When the menu block appears with the word, "Kombat" on it, press Up and you'll see a blue question mark. Press a button to access this, and you'll get a Cheat Menu where you can access levels, Smoke, unlimited fatality time, etc.

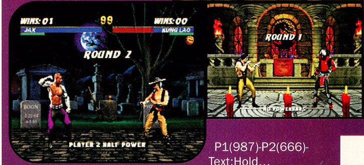


YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT. BE WARNED. ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL; YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER AS YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS.

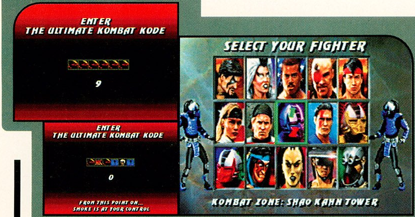
THESE ARE THE WORDS OF RAYDEN.

Mortal Kombat 3

These tricks must be done at the Vs. Screen in a two-player game. Both players one and two must enter the theme at the same time before the Battle screen loads. The numbers in parentheses indicates the number of times you must press each button. The first number is entered with the Square button, the second with the Triangle button and the third with the Circle button. On the Vs. Screen the first three symbols will change for P1 and the second three symbols will change for P2. Use the codes below for different results:

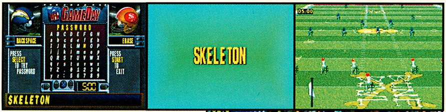


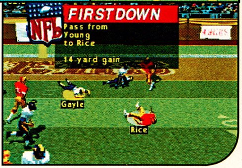
P1(100)-P2(100)-No Throws
P1(020)-P2(020)-No Blocking
P1(987)-P2(123)-No Meters
P1(033)-P2(000)-Half Energy
P1(000)-P2(033)-Half Energy for Player Two
P1(707)-P2(000)-Quarter Energy for Player One
P1(000)-P2(707)-Quarter Energy for Player Two
P1(688)-P2(422)-Dark Fighting
P1(282)-P2(282)-Text: No Fear
P1(987)-P2(666)-Text:Hold...
P1(460)-P2(460)-Random Morphing
P1(985)-P2(125)-Multimode
P1(466)-P2(466)-Unlimited Block
P1(642)-P2(468)-Galaxian
P1(969)-P2(141)-Winner Fights Motaro
P1(769)-P2(342)-Winner Fights Noob Saibot
P1(033)-P2(564)-Winner Fights Shao Kahn
P1(205)-P2(926)-Winner Fights Smoke
P1(123)-P2(926)-Text: No Knowledge


ENTER THE ULTIMATE KOMBAT KODE
9
ENTER THE ULTIMATE KOMBAT KODE
0
FROM THIS POINT ON...
SMOKE IS AT YOUR CONTROL
SELECT YOUR FIGHTER
KOMBAT ZONE: SHAO KAHN TOWER

Mortal Kombat 3

While the game is loading, wait until the Copyright Screen appears and move the directional pad in a continuous clockwise motion. After a moment, a screen will appear that says, "Enter the Ultimate Kombat Kode," Take the first controller and press R1 once, Triangle six times, Circle nine times and X six times. You must do this within the nine seconds that the game gives you. If done correctly, one or two players will be able to choose Smoke from the Character Selection Screen.


GAMEDAY
PASSWORD
BACKSPACE
ERASE
PRESS SELECT TO TRY PASSWORD
PRESS START TO EXIT
SKELETON
SKELETON
05:00


FIRSTDOWN
Pass from Young to Rice
14 yard gain
Gayle
Rice

NFL GameDay

At the Main Menu Screen, access the Options. Next, press Select then Select again. This brings you to the Password Screen. Enter any one of these codes (in caps):

SKELETON: Allows user to play with two skeleton teams in the Bone Bowl.

MAYHEM: Increases the frequency of injuries.

DEFENSE: This increases the ability of the defense.

JUICE: This makes the "speed burst" faster.

STEROIDS: This allows the user to rapidly perform special moves.

CRUNCH.TIME: This greatly exaggerates the force of hits in the game.

STICKUM: Increases the ability to catch the football.

PICK.CITY: This creates more tipped passes and interceptions.

CANNON.ARM: QBs throw quicker and farther.

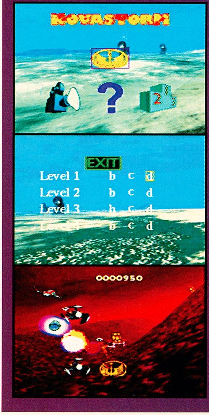
BIG.BOYS: This increases the size of the players.

OFFENSE: This makes the offense more effective.

URNOTREDE: This hidden stage is the most difficult level and it affects gameplay in a variety of ways.

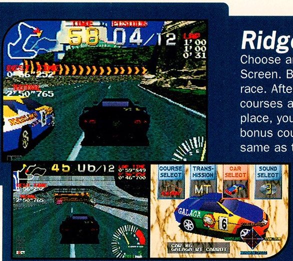
Novastorm

Play the game through until you die. When you get a high enough score, you may enter your name on the high score list. Put in the name TWIRLY and then leave a space at the end. Press Start and you will get back to the Main Menu Screen. However, there will be a new option in the middle of the screen. Choose this symbol to access the level select. Choose a sub-stage within any level!


NOVASTORM
EXIT
Level 1 b c d
Level 2 b c d
Level 3 b c d
b c d
0000950

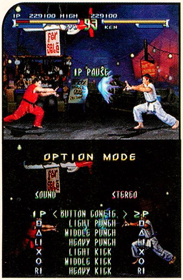
The Raiden Project

First, at the Raiden Project Main Menu, highlight "Launch Raiden II" and select it. When the game is loaded, a 30-second demo will play. From here, you can control the game's demo by holding the R2 button and playing as normal!


58
04/12
COURSE SELECT
TRANS-MISSION
CAR SELECT
SOUND SELECT
MT
CAR #6 GALAGA RT CARROT

Ridge Racer

Choose any vehicle at the Car Select Screen. Begin racing and win every race. After completing the first three courses and the time trial in first place, you will be able to access four bonus courses. The courses are the same as the first four but you must race them completely backward. The last bonus course is the time trial. You may choose to race on this course immediately. At first, you only race against one other yellow car. But after the first couple of turns, the secret black Diablo is waiting for you. If you can make it through all three laps to the finish line before the Diablo does, you can add this elusive race car to your collection of cars. It would be a good idea to do the trick to play more cars (shown on the sidebar to the left) before attempting to beat the Diablo. This way you will have more choices of faster cars, which will give you a better chance to win.

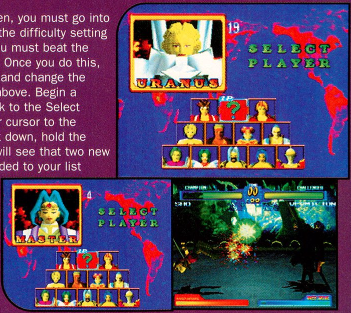

1P 229100 HIGH 229100
KEN
1P PAUSE
OPTION MODE
SOUND STEREO
1P < BUTTON CONFIG. > 2P
LIGHT PUNCH
MIDDLE PUNCH
HEAVY PUNCH
LIGHT KICK
MIDDLE KICK
HEAVY KICK

Street Fighter: The Movie

This method will get you a Secret Configuration Mode that is not mentioned in the manual. All you have to do is press the Start button to pause the game during play. Now press the Select button to get the options.

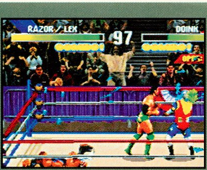
Toshinden 2

First, from the Title Screen, you must go into the Options and change the difficulty setting to four or above. Now, you must beat the game with any character. Once you do this, go back into the options and change the difficulty level to five or above. Begin a one-player game. Go back to the Select Player Screen. Move your cursor to the question mark. To slow it down, hold the Select button. Now you will see that two new characters have been added to your list (Uranus and Master). Choose Master and beat the game again. Now go to the Player Selection Screen and highlight the question mark once more. Hold the Select button. You will see after Uranus and Master will be Sho and Vermilion!


URANUS
SELECT PLAYER
MASTER
SELECT PLAYER
SHO

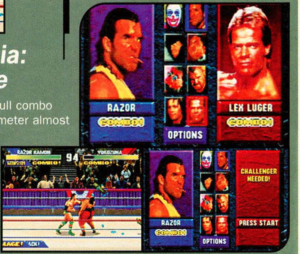
Warhawk

To access two new modes, go to the Main Menu Screen. Move down and highlight the words “Special Access.” Enter the Code Screen and put in Square, Circle, Square, Square, Triangle, X, Triangle, Triangle for **Thor Mode**, which will give you 9999 Flash Bombs. Enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle for **Kali Mode**, which will give you eight Ultra Lock-Ons and 24 Super Swarmers!


RAZOR / LEX
97
DOINK

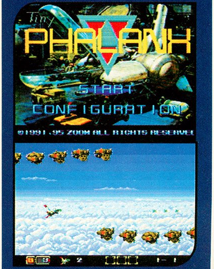
WWF Wrestlemania: The Arcade Game

This trick will let you begin with a full combo meter and it will refill your combo meter almost immediately after it is depleted. To do this, go to the Player Select Screen and do this button combination on the first controller: Hold L1 & R2. While holding these, press Square, X, Circle, Triangle. The word “Combo!” will appear underneath your character. Now, one or two players can do combination moves anytime!


RAZOR
COMBO!
OPTIONS
LEX LUGER
COMBO!
RAZOR RAMON
94
YOKOZUNA
RAZOR
COMBO!
OPTIONS
CHALLENGER NEEDED!
PRESS START

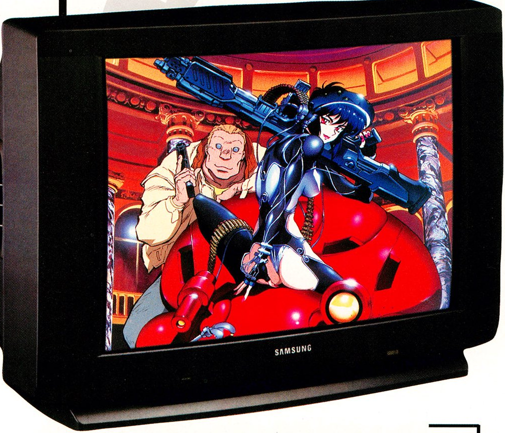
Zero Divide

Many bonus games are kind of boring and have bad graphics. Well, here is an exception to that old standard! Just hold the Start and Select buttons on the second controller while the game is booting up.
If done correctly, the words “Bonus Game” should appear on the screen, and you will be able to begin playing the shooter game, Tiny Phalanx.


Tiny PHALANX
START
CONFIGURATION
©1991.95 ZOOM ALL RIGHTS RESERVED

g.e.a.r.

Samsung Compac Theater



Samsung was the first electronics maker to target the gaming public last year with the gxTV. Although not an official follow-up, their new Compac Theater bears more than a passing resemblance in terms of features to the gx. The most striking feature is that the screen is slightly wider (1/2 inch on each side) than your average 27-inch television. Certain television, video movies and video games sometimes display images that go beyond the borders of the screen which were lost until now.

The TV's biggest asset though, is the amazing sound system which was a hallmark of the gxTV's notoriety. The Compac Theater has three different digital surround sound modes which are cranked out of six, three-way super horn sound system speakers backed up with 15W+15W RMS of audio power. The television has an S-video and composite video input with a clone S-video terminal toward the front of the set.

It isn't immediately apparent what the extra inches on the TV add until you go back to watching a normal picture tube. You feel like you're missing out on something although the percentage of programs that have this peculiar aspect ratio are relatively low. The Compac Theater offers a very sharp picture, but the dynamic sound is what really separates this box and puts it in another league. The price is really the only drawback since you can get a 32-inch set for less. So, for people who want a cool, semi-wide screen set with great sound, Samsung has something for you.

Samsung $999.95 ⚙⚙⚙⚙

System 45

Are you maximizing the aural potential of your PlayStation? If your TV speakers aren't getting the job done, Yamaha has a solution for you with their System 45 multimedia speaker set. This set comes packed with two powered speakers and a nice plump sub-woofer to make you feel the bass. Don't let the word "multimedia" scare you away with visions of dinky PC speakers, cuz this baby is fit to be coupled up to a full-on stereo system or PlayStation. We sampled the system with a wide variety of games and found System 45 to be a satisfying experience. Check your local PC store for a hook-up. ⚙⚙⚙

Yamaha $169.99

V3 Steering Wheel

The thing about steering wheels is that too many manufacturers make the device without considering the games the wheel will be utilizing. Interact has done their homework and released the V3 Steering Wheel, and it certainly has captured our attention. It has an overall sturdy feel and is designed to be used on the seat you are sitting on. Wheel placement has always been problematic, but Interact seems to have solved it better than anyone else to date. The wheel plays great with titles like Rage Racer and Rally Cross with no apparent weakness with other titles. The peddles are the only problematic part of the package and prove to be the weakest link. You are required to play two-footed acceleration and brake, but even this does not solve the movement of the peddle during crucial moments in the game. Overall, Interact has put together a solid controller for driving games which is by far the best wheel to date on the PlayStation.

⚙⚙⚙⚙

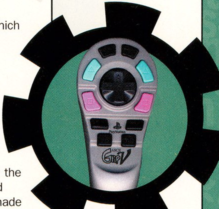
Interact $59.95

grip Z

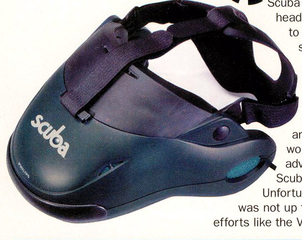
Role-playing game players often complain about having to play with both hands when RPGs can be handled by one. OK, that's a complete fabrication, but ASCII must have heard that at one point or another because they have unleashed to the public the Grip Z! It actually works nicely and fits snugly in whichever hand you choose.

⚙⚙◐

ASCII $29.95



Scuba XC-7

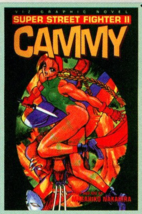


The latest in the race to get people to watch TVs on their heads is the Scuba from Phillips. This head-mounted set claims to be the most immersive experience for gaming yet, so we had to put it to the test. We tested the game with racing, first-person shooting and flying games which would take the most advantage of what the Scuba was offering. Unfortunately, the display was not up to par with past efforts like the Virtual IO glasses although the enclosed viewer made seeing the action easier. We couldn't help but notice the weight of the thing and could not play for extended periods without getting a headache. The sound was also disappointing and did little to enhance the playing experience. The price point is also prohibitive and would be better served going to a quality 13-inch television set than this.

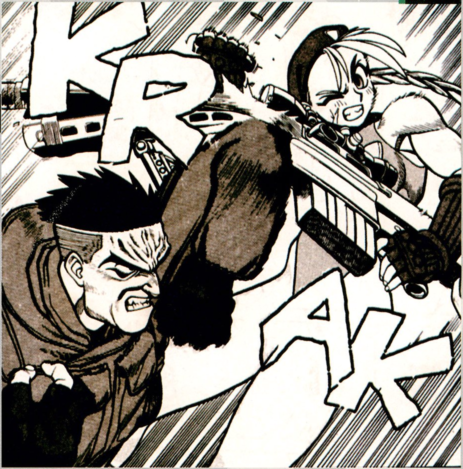
⚙◐

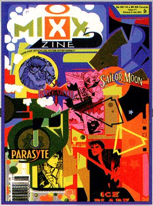
Phillips $299

Manga Books


VIZ GRAPHIC NOVEL
SUPER STREET FIGHTER II
CAMMY
MASAHIKO NAKAHIRA

If you're one of the many game players out there who can't get enough of Street Fighter's Cammy, Viz has the fix you're looking for. They have a 191-page graphic novel detailing her exploits in espionage and street fightin'. Good reading for everyone. ⚙⚙⚙⚙
Viz $15.95




MIXX ZINE
SAILOR MOON
PARASYTE
ICE BLADE

Bucking the trend of comics with low page counts and high price tags comes *Mixxzine*. *Mixxzine* packs in four stories ranging from Magic Knight Rayearth, Sailor Moon, Ice Blade and Parasite (the favorite of the staff). *Mixxzine* crams over 200 pages for only $4.99! ⚙⚙⚙⚙◖
Mixx Entertainment

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The human race has been driven off the face of the Earth...
...And only one force stands between mankind and total annihilation.
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Hunter... Warrior...
BATTLE ANGEL

DVD is the hot medium of the future and there's nothing we'd like to see more on them than anime (OK, we would love PlayStation DVD, but...). *Battle Arena Toshinden* (U.S. Manga Corps, available now, $29.95) has the distinction of being the first anime released on the format and is followed closely by *Ghost in the Shell*. (Available September, $29.95) Around the corner is *Evangelion*, *Plastic Little* and *Battle Angel* (all early '98) from A.D.Vision and *Macross the Movie* and *Ninja Scroll* (no dates yet) from Manga Entertainment.

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There are different game modes and skill levels for seasoned Jedi Masters or would-be Imperial Emperors.

✪✪✪✪

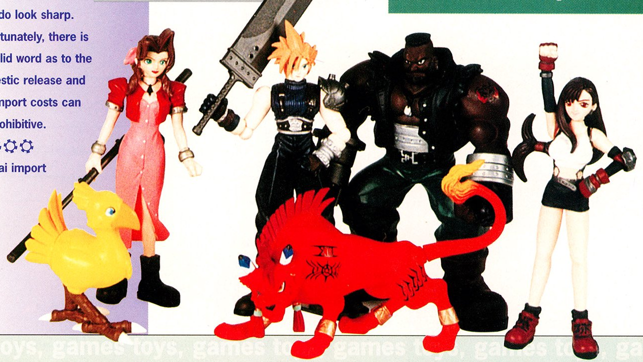
Tiger Electronics $49.95

FFVII characters

Wouldn't it be cool if every hot game had matching action figures? We may not get our wish for every game, but at least we can have our Final Fantasy VII figures. These cool items were released by Bandai in Japan and have been a popular import item ever since. The assortment includes the main characters Cloud, Aerith, Barret, Tifa and Red XIII. Most come with neat weapons or items such as a Chocobo. They aren't very poseable, but they sure do look sharp. Unfortunately, there is no solid word as to the domestic release and the import costs can be prohibitive.

✪✪✪✪

Bandai import



FINAL FANTASY VII
EXTRA KNIGHTS
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SNK: ✪✪✪✪ Namco: ✪✪✪◐

From SNK and Namco: average cost $3.00

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PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY
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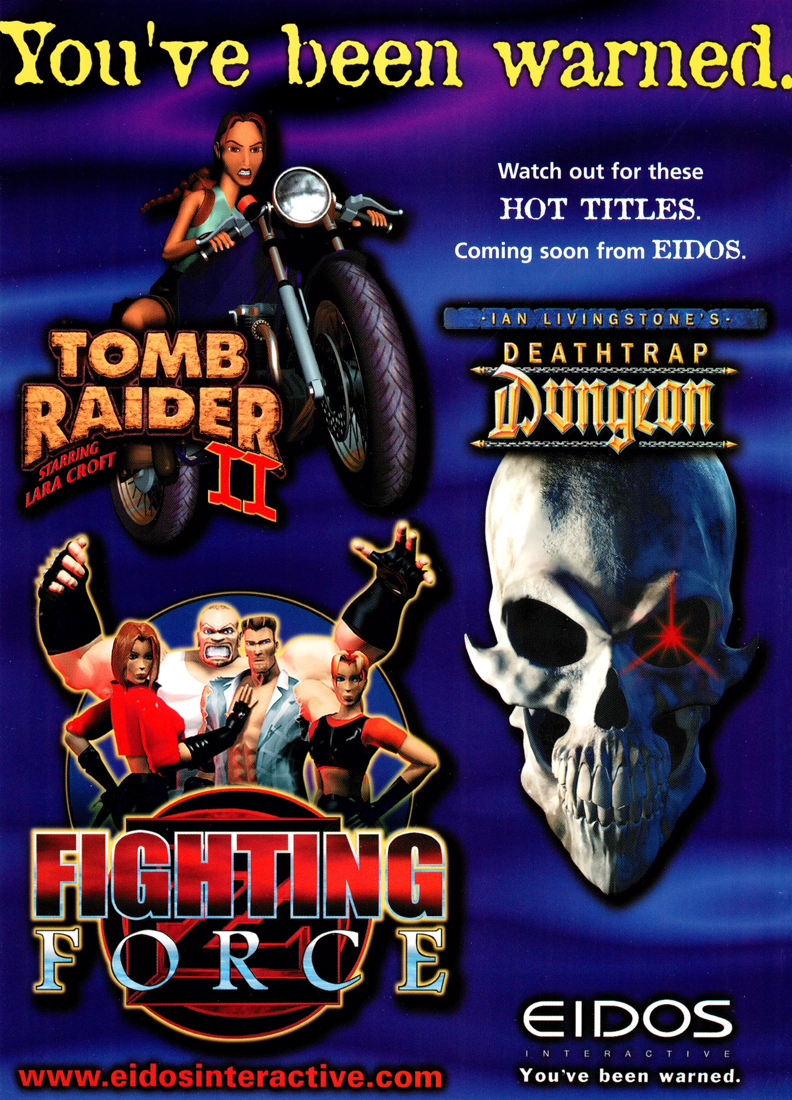
You've been warned.



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